

Vinícius Vieira Alves Januzzi

Programmer | Unity C# · JavaScript

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A game developer with over half a decade of experience building games with Unity and C#. I have published 8 games on itch.io, from PC games to mobile and VR experiences. Eager to learn, grow, and help others do the same.

SUMMARY

- 6 years of experience with Unity 3D and C#
- 6 months of experience with Unreal Engine, Blueprint and C++
- 1 year of experience teaching engineering and Digital Games

EXPERIENCE

SuperGeeks — 1st Programming and Robotics School for Kids and Teens

September 2023 - April 2024 (8 months)

Instructor

São Paulo, São Paulo, Brazil

Engineering For Kids Brazil

January 2023 - September 2023 (9 months)

Instructor

São Paulo, São Paulo, Brazil

Simula Health

August 2022 - December 2022 (5 months)

Programmer

São Paulo, São Paulo, Brazil

EDUCATION

Vancouver Film School

September 2025 - September 2026

Programming for Games, Web and Mobile

Pontifical Catholic University of São Paulo (PUC-SP)

January 2020 - December 2023

Bachelor's degree, Digital Games Programming

TOP SKILLS

- C#, JavaScript
- Unity
- Portuguese (native), English (professional working proficiency)