



RAFAEL TAUE

GAME DESIGNER / UNITY DEVELOPER

INFO

- Cotia/SP - Brazil
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SOFTWARES

- Unity
- Office
- JIRA
- Maya
- Photoshop

KNOWLEDGES

- Inglês
- C#
- Git
- SCRUM

GOAL



Looking for a job opportunity in the game industry to share my knowledge and experiences, learn new techniques, develop my skills and collaborate with company's growth.

PROJECTS



Knights of Life | PC/Windows - 3D - Unity
DEZ/2018

Zombicide Remix | PC/Windows - 3D - Unity
JUN/2018

Todas Unidas | Mobile/Android - Serious Game - 2D - Unity
DEZ/2017

Cidade do Céu | PC/Windows - 2D - Unity
JUN/2017

EXPERIENCE



Manager Aux. | MND Construções Subterrâneas
MAR/2015 TO SEP/2018

Human Resources on hiring, benefits and payments, also worked with Finances Area and managing company's ERP.

EDUCATION



Game Design | Anhembi Morumbi University
JAN/2016 TO DEC/2019
Bachelor's degree.

Business Administration | Mackenzie University
JAN/2011 TO JUN/2015
Bachelor's degree.