

Luna Olmewe

23 years old
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objective To work and contribute as a gameplay and systems developer on impactful game projects and interactive experiences, while gaining experience in the general area of game development as well.

technology skills *Programming Languages:* C#, C, Swift, Python, Javascript, HTML/CSS
Technologies: Unity, Cocoa Touch
Miscellaneous Softwares: Blender, Adobe Photoshop, Premiere Pro, After Effects, Animate

professional experience Game Developer
ARVORE Immersive Experiences
February 2019 - Present

Developing new virtual reality experiences with multi-disciplinary teams. As of now, I've helped ship Pixel Ripped 1995 and The Line for major VR platforms, as well as developed internal tools to ease development in the studio.

Developer
Apple Developer Academy - Senac
March 2016 - December 2017

An apprenticeship at Apple's centre inside the Senac Santo Amaro campus, where I helped design and develop native apps and mobile games throughout the two-year period. Mostly prototypes and proof-of-concepts, but some were published on the App Store.

education BS Computer Science
Centro Universitário Senac - Santo Amaro
January 2015 - September 2018

Seven out of eight semesters completed. Left unfinished, due to disagreements with the university's ideals.

languages Brazilian Portuguese, native
English, fluent