



Julio Ernesto Daher Adefeff

INTRODUCTION

I am a gameplay programmer with experience in C++, and working in a multidisciplinary environment to design and develop games. Currently looking for an internship as a gameplay programmer.

EDUCATION

The Game Assembly, Malmö— *Game Programming*

August 2020 - Current

Game Programming course where we mostly worked in C++ and collaborated with other disciplines to make 8 game projects.

Malmö University, Malmö— *Game Development*

September 2019 - June 2020

Game development course where we learned to work with Monogame & C# on several small projects before working with Unity on a bigger game.

EXPERIENCE

I have only included two of the most relevant jobs (in relation to my skills & languages) here as most of my work experiences are part time or summer jobs doing manual labor.

Amazon, Uruguay— *Customer Service Agent*

Oct 2013- Oct 2014

Helped customers solve any number of possible issues. Payment problems, returns, refunds, subscriptions, dealing with third party sellers, account management, and more. This was a hectic environment where we often took 25+ calls non-stop for hours.

Berlitz, Uruguay— *English Instructor*

2013

Taught English to several students. All classes were conducted in the target language, regardless of the students' proficiency level.

Malmö

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SKILLS

C++: This has been my main language of use throughout my education

C#: Some limited experience using this language in Monogame and Unity

Unity Experience: Used for two game projects.

Perforce: Used it in several projects for version control

LANGUAGES

Spanish - Natively

English - Fully proficient

Swedish - Proficient