

Giovanna Soares Bueloni

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Game Design Portfolio: <https://gibueloni.myportfolio.com/>

HIGHLIGHTS

- Developed great time management, conflict resolution, logic-based problem solving and practiced leadership within regular team building meetings in a small group
 - Proven skills that are valued in the work environment: creativity, proactivity, commitment, teamwork, resilience, excellent writing, self learning and self-knowledge
 - Languages: English (fluent), Portuguese (fluent)
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EXPERIENCE

2/2019 - 6/2019 **REMOVAL TEAM**

Mckenzie Auctions, London, ON, Canada

- Teamwork for locating and picking up goods, coordinating with the team for more effective work.
- Always cordial and efficient customer service

7/2017 - 8/2018 **CUPCAKE COMPANY OWNER**

Bolinhos da Tia, São Paulo, Brazil

- Effectively managed customer service, focusing on customer satisfaction to increase sales
- Coordinated production, ensuring products were up to the company standards

11/2016 - 1/2017 **RESIDENT HACKER**

Brazilian Laboratory of Digital Culture (Lab Hacker), São Paulo, Brazil

- Worked on the moderation of the site Twoops, which monitors tweets of Brazilian politicians, systematically cataloging tweets for easy access
- Helped organize and participated in one of the trips of the Hacker Bus, communicating and working with children to arouse their interest in technology and civility
- Elaborated texts to consistently support and promote the Lab Hacker as a culture point of the São Paulo City Hall

6/2015 - 12/2015 **TRAINEE IN THE PROJECTS SECTOR**

Oficina Cenográfica and Zenyth Design, São Paulo, Brazil

- Easily worked with a team, effectively designing projects for our clients and ensuring their satisfaction
- Worked consistently with deadlines, accurately tracking all tasks to timely completion
- Professionally integrated the hierarchy within the workplace, always listening to feedback and surpassing expectations

6/2013 - 6/2014 **VOLUNTEER AT THE GAMES CORE**

Universidade Anhembi Morumbi, São Paulo, Brazil

- Experience in helping students choose and operate the games available in the catalog, ensuring all questions were answered
- Oversaw up to 15 students at a time while keeping the Core organized
- Contributed to Core improvement by facilitating brainstorming meetings and doing research with users, effectively improving the Core efficiency and user base

EDUCATION

9/2018 - 4/2019 **3D ANIMATION AND CHARACTER DESIGN**

Fanshawe College, London, ON

1/2012 - 12/2016 **GAME DESIGN DEGREE**

Universidade Anhembi Morumbi (UAM), São Paulo, Brazil

- Class Vice President
- Got a paper published in the Brazilian Games Symposium (SBGames) of 2015

7/2009 - 7/2011 **PLAYGAME PROGRAM**

School of Arts, Games and Animations - SAGA, São Paulo, Brazil

ADDITIONAL INFO

- Solid knowledge in Adobe Photoshop, Celtx, Corel Draw, Toon Boom Animate Pro 2, Autodesk Maya, 3D Studio Max and Unity
- Certified in Comic Writing by Instituto dos Quadrinhos (Brasil)
- Certified by Autodesk in Maya and V-Ray
- Experience using Mental Ray
- 2 years of experience as a Game Designer in a start-up game company
- Winner of the silver medal at the 14th Brazilian Astronomy Olympiad (2011)