Luna R. Araújo

Game Developer

Florianópolis
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EXPERIENCE

Educar Games
Remote — Godot Developer

April 2024 - January 2025

Worked on the development of various projects using the Godot Game Engine, focusing on mechanics creation, level design, and performance optimization. Collaborated in all stages, from prototype to final implementation of the games.

Secretaria de Estado da Fazenda
Florianópolis — ASP.NET Developer

April 2022 - April 2023

Worked with PL/SQL (Oracle DB), ASP.NET, and the .NET Framework. Developed systems for the Secretariat of State of Finance for internal and public use.

ZIPPER
Florianópolis — Full-Stack Developer Intern

April 2021 - December 2021

Worked with Java, Node.js, Vue (Nuxt), AWS, GCS, MongoDB, and GraphQL in the development of a digital marketing platform targeted at retail.

LIVTI
Florianópolis — Customer Success Intern

October 2020 - November 2020

First experience in an office environment, responsible for organizing and inventorying client data.

EDUCATION

Unisul, Florianópolis — *Bachelor's Degree*

2020 - 2026

Bachelor's Degree in Information Systems.

SKILLS

Godot

Unity

Unreal

Blender

Javascript

NodeJS

Vue

ASP.NET

OracleDB

LANGUAGES

Portuguese - Native

Inglês - Advanced

PROJECTS

Pet Jam - UFRGS
Game Jam

2024 - Best Gameplay

"Pablo the Pigeon" was the game created for Pet Jam - UFRGS. The game was made in the Godot Engine and won the Best Gameplay award.

olc::BeatTheBoredom
Game Jam

2020 - Most Fun Game

Developed the game "Froggo the Frog" in a team of 3. The game ended up in fourth place in the competition, being the most voted game. We used the Unity Game Engine. My contributions included UI, gameplay, physics, 3D modeling, and animation.