

Alex Flowers

Game Developer

24 years old
Rio de Janeiro - RJ

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Graduated in Digital Media Design from PUC-Rio, I have experience in Game Design (having developed games in engines such as Construct and Unity), Web Design, and various programming languages. Previously, I had the opportunity to work in artistic areas such as illustration and 3D modeling.

As a non-binary transmasculine and autistic person, I have a strong commitment to social inclusion and digital accessibility. I also have a great passion for creative coding (having taught and created projects with libraries such as Processing and p5.js), as well as a keen interest in data visualization.

Currently, I work as a programming and robotics teacher for children, teenagers, and adults. At the same time, I am specializing in my areas of interest, studying new technologies and putting them into practice. My current ambition is to gain my first professional experience in the gaming industry, collaborating with a team that will push me forward as a designer and developer.

Experience

jan/2024 → currently | **5 months**

Coding and Robotics Teacher

Code4All

Teaching coding and robotics to children, teenagers and adults.

apr/2021 → dec/2022 | **1 year and 9 months**

Academic Laboratory Monitor

PUC-Rio

Internship developing projects and teaching Design students to code in Java and JavaScript (Processing/p5.js) and Arduino.

apr/2013 → dec/2018 | **4 years and 9 months**

Illustrator

Freelancer

Selling personalized illustrations online, focusing in a cartoonish style, including pixel art and 2D animations. Direct contact with clients.

Hard Skills

Construct	Canva	p5.js
GDevelop	Figma	Processing
Unity	HTML	Blender
C#	CSS	Pencil2D
Java	JavaScript	

Soft Skills

Adaptable
Communicative
Creative
Dedicated
Patient
Proactive

Education

2018 → 2022 – PUC-Rio

Bachelor Degree in Digital Media Design

2017 → 2018 – AnimaMundi

Character Design Course

2016 → 2017 – PIUES

Math and Computing Course