

BRUNO STEPHAN

CONTACT

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SKILLS

Game Engine | Unity - Advanced
Game Engine | Godot - Intermediate
Programming | Python - Advanced
Programming | C# - Advanced
Programming | HTML/CSS/JS - Intermediate
Programming | React Native - Beginner
Design | Adobe Photoshop - Advanced
Design | Adobe Illustrator - Advanced
Design | Aseprite - Advanced
Design | Adobe AfterEffects - Intermediate
Design | Adobe Premiere - Intermediate
Design | Figma - Intermediate
3D Modelling | SketchUp - Advanced
3D Modelling | Blender - Intermediate
Language | Portuguese - Native
Language | English - Proficient
Language | Italian - Advanced

EDUCATION

IME USP

2020 - Now

Computer Science

Politecnico di Milano

2014 - 2015

Architettura delle Costruzioni

FAU USP

2011 - 2017

Architecture and Urban Design

ABOUT

My first bachelor's degree was in architecture and urban design at FAU USP. While studying, I have done internships at Nitsche Arquitetos and at the São Paulo City Hall Secretariat of Culture. After graduation, I have worked as an architect at Triptyque Architecture and MNMA.

Now, at 30, I am looking for a career in technology and studying Computer Science at IME USP. I am part of USP Game Dev as a collaborator developing digital games and I have participated in the /de/monumenta project developing an app for USP.

EXPERIENCE

USP Game Dev

Collaborator - 2020

Development and study of games (both board games and videogames) and all their ramifications.

Archflex

Researcher - 2020

Developed prototypes for a modular construction system using Cross Laminated Timber (CLT).

MNMA

Architect - 2019

Developed and executed projects while participating in all phases of design and construction processes.

Triptyque Architecture

Jr Architect - 2018

Developed and executed projects while participating in all phases of design and construction processes.

GTO SMC (São Paulo City Hall)

Intern - 2016

Produced architectural drawings and details, site visits at public equipments, executive and renovation project reviews.

Nitsche Arquitetos

Intern - 2014

Produced architectural drawings and details, site and construction visits, report reviews.