

# 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.