

Fernando Jun Okawa

Game Programmer | VFX Artist
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[VFX](#) | [Portfolio](#)

[Itch.io](#)

[Linkedin](#)

Experiência

Robomind | Brazil — **Game Development Instructor**

March 2024 – January 2025

Educational space focused on teaching game development for middle school students (6th–8th grade).

- Taught game development fundamentals, introducing programming, game design, and guiding students through their first projects.

Laje Studio | Brazil — **Game Developer (Volunteer)**

April 2022 – November 2022

Collaborated on gameplay systems and game feel to deliver interactive experiences.

- Independent game studio focused on creating original projects, where I worked as a programmer.

Independent | Brazil — **Independent Game Developer**

January 2022 – Present

Developed games and interactive experiences for game jams, personal projects, and events.

- Worked on the creation of original projects, from initial concept to final implementation.

Education

Pontifical Catholic University of Paraná — **Bachelor's in Digital Games**

March 2022 – June 2026

- Developed several game projects, available on Itch.io.
- Teaching assistant in 2D Art, Algorithmic Reasoning, and Mathematical Resources.
- Experienced in teamwork, with a focus on both technical and creative development.

Skills

- C#
- Collaborative Teamwork
- Gameplay Systems
- Basic 3D modeling
- Creative problem solving
- Shader Creation

Softwares

- Unity
- Blender (Basic)
- Photoshop
- Github
- Clip Studio Paint
- Godot

Languages

- Portuguese (Native)
- English (Advanced)

Achievements

- Official Selection — SBGames 2025
- Winner of CrazyGames x Defold Web Jam
- 2nd Place at GGJAM #2 (Gigantic G Studio)