

Henry Gosuen

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steam | gamecenter: warchild14! | live: warchildpost | psn: thewarchild14

GRADUATION

2012 - iPhone and iPad Application Development - Stanford*

2010 - Game Development - UCPel*

2006 - Social Communication- UNIFRAN

2000 - Game Design - ABRADEMI

*(distance)

EXPERIENCE

2012-present: independent developer as warchild14

2011 - App programmer at Kayapo

2010 - Game Journalist at SKY7 / Pop.com/games

2009 - Game retailer at Saraiva MegaStore

2008 - beta tester of social medias (cocoloop, weplaythis)

LANGUAGE

English (Professional Fluency), Portuguese (Native), Spanish: (Basic), Japanese: (Basic)

SOFTWARES

OS: PC/MAC - iOS, Android, Windows Phone

Image: Photoshop CS6

Sound: Audacity, KORG iPolysix, DM1

Video: iMovie, OBS, Screenflow

Dev: Unity 5, Monodevelop, Sublime Text, Xcode

GAMES

2014: **North Wind: Trill of Consciousness** *Adventure Role Playing Puzzle*

iPad - Xcode+Objective-C+cocos2D

PRESS: [G1](#) - [PocketGamer](#) - [MacMagazine](#) - [Jayisgames](#) - [indiegames.com](#) | [youtube playlists](#)

2014: **the trip** *Infinite Runner*

iOS/Android - Unity3D+C#

PRESS: [killscreen](#) - [PocketGamer](#) | [youtube playlists](#)

2015: **Space Spacy** *Inverted Space Invaders*

iOS/Android/Amazon/Windows Phone - Unity3D+C#*

PRESS: [PocketGamer](#) Bronze Medal - [Soomla](#) - [Appzoom](#) | [youtube playlists](#)