

Felipe Chaves

+55 (48) 99942-6599 felchs@gmail.com | Can also work via my LLC on C2C

Linkedin: [linkedin.com/in/felipe-chaves-19656a26/](https://www.linkedin.com/in/felipe-chaves-19656a26/)

CAREER SUMMARY

I worked with backend C++/Java/C# servers TCP/UDP, I developed a 3D engine in Java & OpenGL like in the old days, I worked with C++ doing native integrations; I also worked with realtime financial systems. I'm always interested in meeting interesting people, and learn many new things. I also had two companies of software development where I dealt with many different kinds of problems, not just game dev.

I really love C/C++, C# and Java! Anything related to it I would love to work.

TECH SKILLS

- **Game Programming** - Unity: +7 years, C# +7 years, Java: +15 years, AS3: +15 years; C++ +4 years, TCP/UDP +5 years; OpenGL: +4 years;
- **Mobile Programming** - Unity and AIR Programming; Java Android Dev;
- **Other** - C#: +7 years, C++: +4 years, AspX/VBNet +6 years; React: 1 years; Javascript: +6 years; Delphi: +10 years; Git/Svn/cvs/Mercurial: +10 years.

EXPERIENCE RESUME:

Game Industry:

- Worked on custom **C++ engine** for metaverses
- AR/VR tracking solution integrations to cars in **Unity/C++** (front-end), **Java Android** (Backend),
- Video streaming programming, **WebRTC, gstreamer, OpenCV**
- Cassino Games for US market made in **Unity** (front-end), **Java** (backend)
- Card and Board Games worldwide markets (+ 50thousand users at same time), **Unity, Java, AS3** (front-end), **Java** (backend).
- 3D Game Engine programming **OpenGL** bind using **Java**
- Network Gaming Stuff TCP/UDP in **Java**
- TCP/UDP among many language communications like **Java ↔ C++ ↔ C ↔ C#**
- **Java/AS3** development for Mobiles **Android & IOS**

Commercial Softwares:

- Worked with CAD softwares C++
- Financial software for realtime data gathering Reits in Brazil (+1 million users monthly) **VbNet, SQLServer, Azure**
- Payment systems for game development, **Java**
- Medical system for Infection control (+100 systems sold), **Delphi, SQL**
- Infrastructure setup in **Azure**

DETAILED PROFESSIONAL ACCOMPLISHMENTS

AlpineITW.com (11/2023) - (now) | [C++ Developer]

Working on development of CAD solutions for civil engineering dealing with many UI and Engineer related problems of a CAD system. The architecture is developed in C++ involving many aspects of the system from data management passing through 3D plotting to CAD UI development.

EnverStudio.com (04/2023) - (now) | [VR Unity Developer]

- VR Unity Development of the game [DeadOfTheSea.com](https://deadofthesea.com)
I'm working on many aspects of the game helping the creation of a VR Quest 2 game of pirates. Working mainly as a Gameplay programmer.

Sansar.com (09/2022) (04/2023) | [C++ Engine Developer]

- C++ Engine developer > I'm working with proprietary engine working with many aspects of the systems; from model loading, UI management to platform toolset configurations.

Pixida.com | **external BMWGroup** (06/2021)- (09/2022) | [Unity/Android Developer]

- Unity / Front-endDevelopment > I'm responsible for the creation of Unity use cases of a project for AR solution.
- Backend Dev> Part of the solution is dealing with incoming data from internet & hardware devices. So I have to deal with many different technologies to deal with it, like: C++ hardware plugins, Java Mobile App, among others.

HydraSystems (09/2020)- (05-2021) | [Front-end Software Developer Unity/AS3]

- Front-endDevelopment > I've done about 6 games complete games from 09/2020 to 05/2021, games about the slot machine games, a product distributed in United States.
- Also worked on bug solving and creation of about 30 games on an existing Unity platform.
- Worked in a AAA new slot machine game that is being created for US market.
- Also worked on Integration systems between Server x Client.

ClubeFII.com.br (01/2015)-(09/2020) | [Partner | Full Stack Software Engineer]

- ClubeFII > Website Administrative tool: [made in VBNet/SQLServer] for handling Big Data of Real Estate Funds and moderate action of clients and users of the system;
- ClubeFII > Website of ClubeFII.com, relating dynamic CSS/Javascript/HTML content as well as Aspx programming of the site. Algorithm development: Aspx, Javascript, HTML, CSS, VBNet, SQLServer, Highcharts
Accomplishments 3: Server Side of ClubeFII.com, relating VBNet/SQLServer and azure managing; e-mail alerts management, account payments, etc...

Megajogos.com.br (07/2007)-(03/2020) Present [Unity | As3 | OpenGL]

- Accomplishment: (1 year) Proprietary 3D Physics Engine:
youtube.com/watch?v=R9Qf2uZG8x4 Accomplishment: (1 year) Online 2D

and 3D Billiards Game.

- Accomplishment: (3 months) Iphone Games Framework - Algorithm development: Objective-c, cocos2d, OpenGL ES
- Accomplishment: (6 months) Webtorneios – Dominoes and Truco Mobile Games, including Mobile/Unity platform, Client/Server developed in Java (Server) and C# (Unity): play.google.com/store/apps/details?id=com.webtorneios.domino play.google.com/store/apps/details?id=com.fontec.webtorneios
- Accomplishment: support Artificial Intelligence, and other support for many games within Megajogos Mobile platform developed in AS3 (Client) and (Java) Server: play.google.com/store/apps/details?id=air.br.com.megajogos.mobile
- Accomplishment: support Artificial Intelligence, and other support for many games within Megajogos Mobile platform developed in AS3 (Client) and (Java) Server.
- Accomplishment: Generic Payment System supporting many platforms and products including internationalization.

Infomed Systems (01/2012)-(12/2019) [Partner | Full Stack Software Engineer]

- Accomplishment: Desktop Medical Software for Infection Control Disease (Brasil) Sold in more than 100 hospitals in Brazil
- Accomplishment: Visit to hospitals to give support to clients

Forex/Stock Market (01/2011)-(01/2017) [Partner | Full Stack Software Engineer]

- Accomplishment: (3 years) Forex/Stockmarket framework in METATRADER 4 and 5/ JNI / JAVA. Experience with Artificial Intelligence on trade marketing: Neural Networks, Classification, Clustering and Regression algorithms, Statistical modeling of financial time series.

IEB.UFSC.BR (01/2005)-(01/2007) [R&D]

- Accomplishment: Virtual Reality System of an Electrocardiogram and Virtual Reality Systems of Physiology experiments. Development in VRML, ActionScript, JSP using: 3ds MAX Modelling and Animation and writing of scientific articles.

DBJUS.com (01/2016)-(03/2016) [Job]

- Accomplishment: (3 months) Development of Algorithms for support of Brazil's Biggest site of Online Electronic Process of Law dbjus.com - Algorithm development: Worked with Java, Rest, Cassandra, GWT, Solr, Elastic Search, Hibernate, MySQL, PostgreSQL, Linux server deployment

Game Tactics Studio [Personal Project]

- Accomplishment: Online Turn Based Games Framework, Simple RPG Card Game and Tactics game under Development - Algorithm Server: Java NIO, Netty, Berkeley DB - Algorithm Client: AS3, C#, Unity

EDUCATION

Masters Degree, Year (2007-2009), Electrical Engineering | Federal University of Santa Catarina: PGEEL/IEB | ppgeel.posgrad.ufsc.br/

Bachelor Degree, Year (2000-2004), Computer Science – Graduation, Brazil / SC UniFacvest