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CAREER SUMMARY

I love game dev, from 5 years to now I'm deep into Unity dev and getting experienced in Unreal engine. I developed a 3D engine in Java & OpenGL like on the old days. I'm always interested in meeting interesting people, and learn many new things. I also was partner/owner of two companies of commercial software so I dealt with many different kinds of problems not just game dev. Current side project: now I'm crating an Indie Final Fantasy Tactics similar game on Unreal Engine :-)

SKILLS AND STRENGTHS

- **Game Programming** - Unity: +5 years, OpenGL:+4 years; Java: +15 years, AS3: +15 years; TCP/UDP +5 years;
- **Mobile Programming:** - Unity and AIR Programming; Java Android Dev;
- **Commercial Programming:** - C#:+5 years, C++: +3 years, Aspx/VBNet +6 years; Javascript: +6 years; Delphi: +10 years,
- **Flexible:** - I'm a very flexible person, active listening, interpersonal skills, management skills, problem-solving;

UNITY3D SKILLS

- **Plugins for missing Unity3D default functionality:** Mapbox, NRSDK, ARFoundation, ARCore, ARKit, XRPluginManagement, URP, WebRTC, UnityRenderStreaming, OpenCVForUnity, GstreamerUnity, AgoraEngine (VideoStream), Bee Compiling, Addressables, PathCreator, DOTween;
- **Unorthodox input devices:** NReal, WebRTC, Custom XR development;
- **Edge Cases:** Custom native XRPlugin integration for a tracking solution, Custom TCP/UDP Client x Server solution, OpenCV C++/linux <-> Unity; Gstreamer C/linux <-> Unity.

PROFESSIONAL ACCOMPLISHMENTS

Pixida.com | external BMWGroup (06/2021)- (now) | [AR/VR Unity Developer on R&D]

- Unity / Front-endDevelopment > I'm responsible for the cretion of Unity side of the project or AR/VR 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 05/20212, 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: <https://www.youtube.com/watch?v=R9Qf2uZG8x4> Accomplishment: (1 year) Online 2D and 3D Billiards Game: <https://www.megajogos.com.br/sinuca-3d-online>
- 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): <https://play.google.com/store/apps/details?id=com.webtorneios.domino> <https://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: <https://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 Brasil
- 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 modelling 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 <http://www.dbjus.com> - Algorithm development: Worked with Java, Rest, Cassandra, GWT, Solr, Elastic Search, Hibernate, MySQL, PostgreSQL, Linux server deployment o

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, Graduation Year (2009), Electrical Engineering | Federal University of Santa Catarina: PGEEL/IEB | <http://ppgeel.posgrad.ufsc.br/>

Bachelor Degree, Graduation Year (2004), Computer Science – Graduation, Brazil / SC UniFacvest | <http://www.unifacvest.net/>

