JOSÉ FRANCISCO MOREIRA DOS SANTOS JR

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Linkedin Profile: https://bit.ly/3kdSEaL
Portfolio: https://buffoverflow.github.io/cubegs-site-static/

EDUCATION

Pontifícia Universidade Católica do Rio Grande do Sul – PUCRS
B.Sc. in Computer Science 2000-2006.

Pontifícia Universidade Católica do Rio Grande do Sul – PUCRS
Specialization in Digital Game Development 2011-2012

CERTIFICATIONS

Sun Certified Java Programmer 6 (SCJP 6) – 11/05 SW409182
IBM Rational Unified Process V7.0
Microsoft Software Development Fundamentals (MTA)

PROFESSIONAL SKILLS

I worked for many years in WEB development, backend technologies and systems integration. During this period I had the opportunity to work with many different technologies, architectures and frameworks. In 2013, after taking a specialization in digital games, I decided to take a step back and invest in my life's passion: game development. Since then I have been working with digital game development, mainly using the Unity Game Engine. As a game developer, I have had the opportunity to work on several projects of the most varied types, from educational systems using augmented reality to games for mobile platforms, VR and Steam.

OTHER SKILLS

- Advanced English
- Good interpersonal skills and ease to work in teams
- Dedicated
- Persistent

Digital Fusion Inc

December 2019 Permanence: Current Game Dev	Los Angeles, California

Summary of activities:

Development of diverse game projects, leveraging cutting-edge tools and frameworks to deliver immersive gaming experiences integrating blockchain technology into game development pipelines,

specializing in the creation of decentralized applications that enhance user engagement and drive innovation within the gaming industry.

Key Responsibilities:

* Led the development efforts for multiple game projects, utilizing Unity Engine to craft engaging gameplay mechanics, captivating visuals, and seamless user interfaces. Spearheaded performance optimization initiatives to ensure smooth gameplay experiences across various platforms and devices. Employed industry-standard optimization techniques to enhance game performance and efficiency, resulting in improved frame rates, reduced loading times, and optimized resource utilization.
* Championed the integration of blockchain technologies into frontend applications and game clients, leveraging platforms such as Ethereum and tools like Truffle Suite, Solidity, and Hardhat for smart contract development and deployment.

* Lead the integration of blockchain technologies in frontend applications and game clients with Ethereum-based platforms and tools like Truffle Suite, Solidity, and Hardhat for smart contract development & deployment; developed forward-thinking blockchain strategies to improve game development processes and empower players to the highest potential within decentralized frameworks.

MAINLEAF

January 2019 - December 2019
Permanence: 12 months
Game Dev

Rua Francisco Patrocinio - Jacareí – 12.312–620
(0xx) 11 8158-3200

Summary of activities:

Development for mobile, VR and Steam platforms. Much of my experience on Main Leaf was in the development of the BeachHead 2020 game, a game released on Steam in December 2019.

BeachHead 2020: it's a rail shooter game released in December 2020 on Steam. In this project I worked in all stages of development, from gameplay mechanics, integration with Steam APIs, UI, AI and architecture. In this project I had the opportunity to work with the integration of several assets such as: Steamworks, AutoHand, VRIF, Curved UI, GPU Instancer, Nature Renderer, Ultimate Character Controller, Steam VR, VR Panorama and others.

Game hotsite: https://store.steampowered.com/app/1288790/BeachHead_2020/

Blubird: educational application for children. The application consists of several 2D mini games, basically using Unity's native UI and 2D features.

CUBE GAME STUDIO

January 2018 - December 2019
Permanence: 1 year and 2 months
Game Dev
http://cubegs.com/

Cel. Massot, 611 - Porto Alegre - RS, 91910530
Phone: (0xx) 51 98147-4435

Summary of activities:

Development for mobile platforms (Android / iOS) using Unity 3D.

PSG Football Freestyle: I participated in the development of the game in partnership with Hermit Crab Game Studio. Game hotsite: http://hermitcrabstudio.com/psgff/

Look Sonata Class: music theory video lessons app.
https://play.google.com/store/apps/details?id=br.com.looksonata.looksonata

Find - Connecting People: relationship app using Unity Networking (UNET / HLAPI).
https://play.google.com/store/apps/details?id=br.com.shamida.findconnectingpeople

MONSTERBED GAME STUDIO

December 2012 - January 2018
Permanence: 5 years
Game Dev

Summary of activities:

Development of digital games using Unity and Play Canvas. App Development for iOS and Android platforms. Development of back end solutions in Java and PHP.

Some projects:

Astromonkey: Hitball Arena: casual game, authored by MonsterBed, action/sport game for PC. I worked in all stages of the project and was responsible for programming the game. Ported to mobile and multiplayer using Photon (PUN).

PressKit: http://www.monsterbed.com.br/presskit/new/en/Astromonkey/

Laço Macanudo 2: sequence of the game Laço Macanudo, with more than 1 million downloads, for Android and iOS. Game created for the Jornal Macanudo Gaúcho. I participated in the development at Unity and the backend programming. On the server side we used PHP and MySql for the services implementation.

Hotsite: http://www.lacomacanudo2.com.br/
Google Play: https://play.google.com/store/apps/details?id=br.com.macanudogaucho.lacomacanudo2

Sagah - Group A: augmented reality application developed in Unity using Vuforia. Development of several augmented reality apps for viewing and interacting in 3D with the contents of Sagah Educational books.

Link to the app on Google Play: https://play.google.com/store/apps/details?id=br.com.sagah.SagahAR

The Case Of The Mansion: online multiplayer turn based game using PUN2. Responsible for programming the game. Art provided by the client.
Game link on IndieDB: https://www.indiedb.com/games/the-case-of-the-mansion

Embrapa Ecological Trail: educational game developed for Embrapa. Platform game, in Webgl, developed using Unity. Link to the game on Embrapa's page:
http://pandora.cpamt.embrapa.br/jogo/webgl/simpleIndex.html

Isolated: The Escape: advergame developed for Media Bridge Productions for the promotion of the Brazilian film Isolados (featured at the Gramado-RS film festival)
http://www.monsterbed.com.br/games/isolados-a-fuga/
Facebook game link: https://apps.facebook.com/isolados_runner/

IT PROFESSIONAL EXPERIENCES

STEFANINI IT SOLUTIONS

February 2010 - December 2012
Permanence: 2 years
Java Architect / SOA Architect

Av. Ipiranga, 6681 - Porto Alegre - RS, 90619-900
Phone: (0xx) 51 3320-3694

Summary of activities:

System development using Java/J2EE, EJB3, JBoss Seam, Hibernate, Open JPA, Facelets and Rich Faces, PHP 5, WebLogic, Oracle, MySQL and SQLServer technologies. Development of system integration solutions using the Oracle SOA Suite platform (OSB, BPEL and BPMN) for Dell and Lojas Renner customers.

DEVELOP IT

February 2008 - February 2010
Permanence: 2 years
Senior Developer

Dr. Rodrigues Alves, 70
CEP 91330-240 Porto Alegre - RS
Phone: (0xx) 51 3386-6620

Summary of activities:

Development of the new SIC (Integrated Insurance System) modules from SICREDI. Migration of the proprietary architecture/framework used by SIS to the new architecture/framework developed by the SIS team.

Elaboration of the new architecture of *GetNet Tecnologia*, this architecture is oriented to services through a service bus (OSB). Definition of frameworks, tools, development methodology and standards for new GetNet applications.

Application development and design using JAVA / J2EE technology (JSP, JSF, JDBC, SERVLET, EJB3, JMS and Hibernate). Development of the SICREDI legacy system integration solution with the business layer through a service oriented architecture (SOA).

GATE SERVER CONSULTORIA EM INFORMÁTICA LTDA

December 2004 - February 2008
Permanence: ~3 years
Senior Developer

Rua Riachuelo, 1098 conj. 403, Edifício Tribuno, CEP 90010-272
Centro - Porto Alegre/RS
Phone: (0xx) 51 3213-2323

Summary of activities:

Design, analysis, and development of Web applications using the following tools, frameworks, methodologies and technologies: PHP, Java / J2EE, XML, Oracle 10g, MySQL, Apache, UML, PL / SQL, HTML / DHTML. Development, design and management of solutions in the areas of quality, focused on ISO 9001: 2000 and ISO 14000 standards.

Some Projects:

Project, analysis and development of SFC (Cash Flow System) of SESC / SC. Development of ETC routines (Extraction, Transformation and Loading) of the databases of more than 20 SESC / SC units, in PLSQL, for the Star Model (Star Schema) of Data Warehousing. Development of the Cash Flow module using Java 5, Hibernate and Struts technologies. The system was developed according to RUP practices and the generation of the main artifacts of the Rational Unified Process ®.

DEVELOP IT

January 2004 - December 2004
Permanence: 1 year
Support analyst / Developer

Rua Dr. Rodrigues Alves, 70
CEP 91330-240 Porto Alegre - RS
Phone: (0xx) 51 3386-6620

Summary of activities:

Support to Java developers in the IT sector at Lojas Renner. Support for the CVS development environment and repositories. Support for the JDeveloper development tool. Migration of CORBA / Sybase applications to EJB2 / Oracle. Migration of the Netbeans development environment to Oracle JDeveloper 10g. Optimizations / customizations and creation of plugins (using ANT and XDoclet) for the Oracle JDeveloper 10g tool in order to meet the needs of Renner's development team. Application development using J2EE technology. Administration and customizations in the dotProject (PHP) project control tool.

LNXOPEN INFORMATICA LTDA

August 2002 - December 2003
Permanence: 1 year and 5 months
Developer

Rua Vieira de Castro, 260 conj. 205 Bairro Santana
Porto Alegre/RS CEP 90040-320
Phone (0xx) 51 3331-4967 – http://www.3ia.com.br/
3ia@3ia.com.br

Summary of activities:

Development and design of the company's website. Development of web applications using PHP, ASP, HTML, Java / JSP, JavaScript, MySQL, Oracle, SQLServer, Apache, Tomcat and Oracle Internet Application Server (Oracle IAS).

Some Projects:

Development of the registration system for foreigners for the Federal Police of Brasília. The system has an administration interface made in Java (client / server) and another query interface using the J2EE architecture in three layers in the MVC model using Struts Framework, Oracle 9i and Oracle IAS.

Development of the VMP Advogados portal (http://www.vmp.adv.br) and the legal process management system, agreements, cases, current account, commissions, etc. PHP programming language, MySQL database and Apache web server 2. Development of MySQL Intranet / Internet synchronizer using Java.

OVERALL ADVANCED
TECHNOLOGIES

November 2001 - August 2002
Permanence: 11 months
Junior Developer

**Rua Mariante, 288/911 - Porto Alegre - RS - Cep
90430-180
Phone: (0xx) 51 3395-5169 -
http://www.overalltech.com.br
Email: contato@overalltech.com.br**

Summary of activities:

Development of web applications using ASP, JAVA / JSP / J2EE, HTML and JavaScript in Linux / Windows, Tomcat / Apache and Oracle 8i / SQLServer database. Development / Migration of the error control tool at CRT / Brasil Telecom stations. Originally developed in ASP / SQLServer and then ported to J2EE / Oracle 8i architecture. The system is capable of monitoring faults, in all equipment, in more than 1000 BRT stations through a WEB interface and the monitoring hardware integration.