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Felipe Chamas Biondi

Software Engineer

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Passionate about helping people through technology. Experience integrating data pipelines and tools for Unreal Engine and Blender. Working since 2020 as a technical leader, taking technical decisions paired with product management about the tech stack and development progress, assisting the team with training and guidance, ensuring quality control and full customer support. Searching for improvement in programming and leadership skills while developing tools for studios and artists.

SKILLS

Programming	C++, Python, Typescript, Javascript
Technical	3D Math, Linear Algebra, Signal and Image Processing
Tools	Unreal Engine, Blender, Rider, VSCode, Git, Plastic SCM, Linux
Infrastructure	AWS, GCP, Terraform, MongoDB, PostgreSQL, Redis, Docker
Personal	Communication, Teamwork, Leadership, Autonomy

TECHNICAL EXPERIENCE

Software Developer Nov 2023 — Now
Wildlife Studios remote

- Social Systems development: Friends, Clans, Leaderboards, Notifications and Chat
- Back-end system development in Golang
- Client integration in Unity C

Unreal Engine Developer Dec 2022 — Sep 2023
Falco remote

- Unreal Engine specialization: C++, Plugins and Tools
- Accelbyte Toolkit integration and customization for Backend services into a multiplayer game
- Data Driven Design integrating the blockchain API into Unreal Engine and Accelbyte's SDK

Tech Lead May 2022 — Sep 2023
Falco remote

- Full-stack development of blockchain contracts and decentralized web apps
- API development for blockchain integration inside the game software

Tech Lead Dec 2021 — Apr 2022
R2U - Converge Land remote

- Specialization in the Three.JS framework advanced features
- Deployment of a 3D interactive scene website developed in Three.JS
- Scripting automation tool for creating and transferring NFTs as certificates for users that attended an event

Tech Lead Aug 2020 — Nov 2021
R2U - Augmented Reality remote

- Development of SDKs, APIs, and applications for marketplaces to implement augmented reality view to their products
- Construction of a customization web app in a 3D environment to provide real-time 360° and augmented reality view of e-commerce products variants
- Blender tools for automatic data generation compliant with the customization app, following the glTF standard
- Creation of the full augmented reality experience for products in the Three.JS framework over the browser WebXR API
- A/B testing and analytics through anonymous data collection built on top of all user experiences

Tools Developer Jan 2020 — Jul 2020
R2U - Augmented Reality remote

- Blender Add-on development for multiple user workspaces for asset sharing through the cloud with download or upload of models, materials, and whole scenes.
- Back-end structuring of the add-on with a REST API, PostgreSQL database, and custom Auth0 authentication flow inside Blender to differentiate between private user workspaces, team workspaces, and public assets
- Siamese Neural Networks transfer learning to automatically mask and identify textures in an image to find similar materials in public databases for 3D textures
- Artificial dataset of masks and textures generated with Blender scripts

Software Engineer Intern Apr 2019 — Dec 2019
R2U - Augmented Reality São Paulo - SP / Brazil

Hardware Engineer Intern Aug 2018 — Apr 2019
Gertec São Paulo - SP / Brazil

EDUCATION

Bachelor of Electrical Engineering, Polytechnic School of the University of São Paulo 2015 — 2019
Emphasis in Electronic Systems, Polytechnic School of the University of São Paulo 2018 — 2019