

Curriculum Vitæ

Personal Information

Name	Fábio Reis	Date of birth	02 of February of 1987
E-mail	fabio.imr.reis - at - gmail.com	Mobile	+351 919257321
City	Lisbon	Nationality	Portuguese
Twitter	@F4rious	Portfolio	www.fabioreis.net

Profile

Parenthood	A proud and active father of four.
Patience	High level of endurance when faced with setbacks and when dealing with a team;
Leadership	Capable of assuring that objectives/deadlines are met while maintaining team's morale;
Abstraction	Capable of an high level of abstraction and thinking outside-of-the-box;
Decision	Able to decide when to be persistent and when to change directions;
Justice	High sense of social, personal and professional justice;
Vanguard	Looking to new technologies and academic advances, bridging this with real necessities;
Organized	Punctual, organized, always positive and available.

Experiences (latest on top)

Core Tech Leadership	Leading three technical development teams at Miniclip with a total of 7 people: Internal engine and Rendering; Unity internal modules; User metrics framework.
CI/CD Owner	Inherited CI/CD environment; documented it; defined its vision; implemented new features (slack/stash integration; git notes; etc); tackled major bottlenecks with considerable gains in build time; the go-to guy for any jenkins/build issues at Miniclip;
Leadership	Lead Developer of three distinct projects at Miniclip, with a total of 9 people at one time; Using several managerial and leadership tools, e.g One-on-One; Career-talks; Performance Reviews; OKR's; Feedback; etc.
C/C++	Leading and participating in a group focused in giving training on C/C++; Defining a coding-style and standard for Miniclip usage;
Visual Effects	Leading and participating in a group focused in giving training on visual effects (graphical pipeline); Leading discussions with multiple art teams to identify improvements;
Hiring	One of the main hiring managers in the client developers pipeline at Miniclip - C++ and Unity tasks evaluation; Preparing and leading interviews; Ramp-up of other leads in the hiring process;
Volunteering	Volunteer work in a underprivileged child caring institution; Volunteer as a new students guide;

Technical Competences

Personal project	I'm writing my own engine as a mean to be constantly developing my C/C++ skill and overall programming skill and by pushing my own boundaries in new areas, with the main focus being on modern rendering pipelines;
Programming	Intermediate/Advanced knowledge in: C/C++; Obj-C/C++; Python; C#; OpenGL; GLSL; Bash; Git; Java; R; Latex;
Commercial Game Engines	In-depth knowledge on both Unreal Engine and Unity, mainly from personal time investment, with several prototypes done in both engines;
Interests	Probabilistic/Statistical analysis; Data mining/processing; Computer graphics; Computer science; Computer vision; Artificial intelligence; Game development; Code optimization;
Hobbies	Repair/maintenance of hardware (e.g. computers, video consoles, mobile phones, etc.); Game engine developer; Music; Skateboarding; Video games;
Linguistic	Able to easily understand, write and speak English and Portuguese.

Projects (latest on top)

Core Lead	Tech	Leading three distinct teams: Core Engine/Modules - Focus on our rendering module; Unity - supervising our internal shared modules; Goliath - the user tracking/metrics event framework;
Centauri	Rising	Helping in the development of a space simulation game in Unreal Engine (a friend's project): (physically-based movement; PID controllers; c++; blueprint;)
Top Down Golf		Mobile client lead developer - Managed 3 client developers and focused on the technical vision; The project is no longer available - Miniclip;
Carrom Pool		Mobile client lead developer - Temporarily managed 3 client developers and technical guidance in the project - Miniclip;
Undisclosed Project		Web-developer: porting a game from Flash to Haxe, contributed to the Kha open-source community project. (Haxe; Kha; Javascript);
Spaceone.io		Full-stack developer during prototype and initial production phase. (C/C++; Emscripten; Javascript; HTML; Bash) - Miniclip;
Hockey Stars		Mobile developer. (C/C++; Obj-C/C++; Cocos2D; Android; Bash; Python) - Miniclip;
Soccer Stars		Mobile lead developer. Managed up to 3 developers and guiding the technical vision of the project. (C/C++; Obj-C/C++; Cocos2D; Android; Bash; Python) - Miniclip;
Vodafone		Developer in the invoice generation pipeline with multiple-processes and distinct technologies. (C#; C++; Java; Shell Scripts; MS SQL; Oracle; Sybase; Python) - Xpand-IT;
Brisa		Developer on two projects using Sharepoint 2007 and 2013 - Xpand-IT;
Agrofood_3.0		Full-stack developer of a media platform for agriculture-breakthroughs dissemination based on a MediaDrop a Python framework - Xpand-IT;
E. Audit		Creator of an electronic points-of-sale auditing system based on Python, shell script and Linux drivers tweaking - IST;

Professional History (latest on top)

Miniclip	Mobile Client Lead Developer position - [Out. 2016, Now[;
Miniclip	Mobile Client Software Developer position - [Aug. 2015, Mar. 2017[;
Xpand-IT	Full-time developer in the Microsoft Solutions Team - [Mar. 2014., Aug. 2015[;
IST	Researcher in High-Definition Analytic computer vision project - [Jan. 2013, Feb. 2014[;
Accenture	Software developer in a international project - [Set., Dec. 2012[;
Miniclip	Software developer porting iOS games to Android - [Aug., Aug. 2012[;
ObservIt	Working full-time in computer vision and embedded devices - [Feb., Aug. 2012[;

Academic/Learning History (latest on top)

Leadership	Several workshops, both on-premise and remote, on different topics - 4 days - [2020[;
Scrum - CSPO	Course in Certified Scrum Product Owner - 2 days - [Dec. 2018[;
Scrum - CSD	Practical course in Certified Scrum Developer - 3 days - [Jan. 2018[;
Prioritization	Workshop on Time Management applied at Miniclip - 2 days - [2017[;
Leadership	Workshop on Leadership and Management applied at Miniclip - 8 days - [2017[;
Master - IST	M.Sc. Mathematics and Applications - Average: 15/20 - [2010, 2011[;
Bachelor - IST	B.Sc. Applied Mathematics and Computer Science - Average: 14/20 - [2006, 2010[;

Samples

GitHub	My GitHub profile - Farious;
Portfolio	A simple games portfolio using GitHub pages (still work-in-progress);
YouTube	Recordings of some of my personal projects;