

CURRICULUM VITÆ

PERSONAL INFORMATION

NAME	Fábio Reis	NATIONALITY	Portuguese
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CITY	Lisbon	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)

TECHNICAL LEADERSHIP	Leading/guiding the technical decisions and road-maps for multiple teams and technologies: game-play; technology and engine; Creating Gantt charts; sprint and release planning; budgets; Managing multiple teams at the same time; etc;
CI/CD OWNER	Inherited CI/CD environment; documented it; defined its vision; implemented new features (slack/stash integration; git notes; etc); tackled major bottlenecks in build time;
LEADERSHIP	Leading multiple developer teams in distinct projects, had lead up to 9 people simultaneously; Using several managerial and leadership tools, e.g One-on-One; Career-talks; Performance Reviews; OKR's; Feedback; etc.;
COACHING	Leading and participating in groups focused on giving training on: C/C++ ; visual effects (graphical pipeline); Defining the code style and standard for Miniclip; Physics collision profiles uses; Leading discussions with multiple art teams to identify improvement; etc.;
TALKS	Multiple talks with the purpose of coaching, sharing knowledge or as documentation: - C/C++ - from basic to more complex topics; - Performance capture and evaluation- C++ ; UE4; Rendering; - Physics engine in Unreal Engine and its immediate mode physics; - On unreal engine replication and fast array serialization; - On Miniclip history (in a game conf. in Portugal);
VOLUNTEERING	Volunteer work in: crash course on game development for underprivileged children; working 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 in English and Portuguese;

PROJECTS (latest on top - removed everything before 2013)

DUNE: AWAKENING	Senior engine developer - Responsible for the road-map; sprint and release-planning for one of the engine sub-team responsible for: the proprietary game-server technology in UE; performance: and engine/editor stability; Leading the performance team, helping with code and network performance capturing, analysis and improvements, as well as with priorities and budget discussions; Working on internal vehicle simulation and its network replication. Leading the internal physics framework development and road-map, targeted for multi-threading. Also helped evaluate PhysX/Chaos in UE4 and UE5. Tech.: C/C++; Unreal Engine 4 (fork); Networking; PhysX; Perforce; Python;
SUPER MEAT BOY FOREVER	Senior developer - Helping with setting up the port infrastructure for mobile; Helping with porting and optimizing the renderer for mobile: C/C++; OpenGL/GLES;
CORE TECH LEAD	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 CARROM POOL HOCKEY STARS SOCCER STARS	Mobile client lead developer - Helping managing client developers; coaching on technical and leadership paths; Also helping with technical dependencies that would affect multiple projects: C/C++; Obj-C/C++; Cocos2D; Android; Bash; Python - Miniclip;
UNDISCLOSED	Developer: porting a game from Flash to Haxe, contributed to Kha: Haxe; Javascript;
SPACEONE.IO	Full-stack developer C/C++; Emscripten; Javascript; HTML; Bash;
VODAFONE	Invoice generation pipeline: C/C++/C#; Java; bash; MS/Oracle SQL; Sybase - Xpand-IT;
E. AUDIT	Creator of an electronic POS/USB auditing device - Python; bash; linux drivers - IST;

PROFESSIONAL HISTORY (latest on top - removed everything before 2013)

NUKKLEAR	Lead developer working for clients: Funcom; Team Meat; etc - [Jan. 2021, Now];
MINICLIP	Mobile Client Lead Developer - [Out. 2016, Jan. 2021];
MINICLIP	Mobile Client Software Developer - [Aug. 2015, Mar. 2017];
XPAND-IT	Full-time developer in the Microsoft Solutions Team - [Mar. 2014., Aug. 2015];
IST	Researcher in High-Definition Analytic project grant - [Jan. 2013, Feb. 2014];

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 - [Dez. 2018];
SCRUM - CSD	Practical course in Certified Scrum Developer - 3 days - [Jan. 2018];
PRIORITIZATION & LEADERSHIP	Workshop on Time Management, Leadership and Management applied at Miniclip - 10 days- [2017];
IST	Researcher in High-Definition Analytic project grant - [Jan. 2013 - Feb. 2014];
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/BLOG	Blog on leadership and with my game dev. portfolio (still work-in-progress);
YOUTUBE	Recordings of some of my personal projects;