Fernando Cardoso

+55 11 96457-0949
feecrodrigues@gmail.com
/feecr
/FeeCR
feecr.github.io

About

I'm Fernando, 25, from São Paulo - Brazil. I have been working with Game Development for over 7 years, developing on Game Engines maily. More then 2 years of experience in VR/AR development. Fascinated by learning new things and responding to new challenges. Passionate about technology and playing/making unique games! Looking forward to new experiences!

Experience

Lead Programmer and Project Manager — **2018 - Present**
Digital Key (Freelance) — São Paulo, SP - Brazil

Main activities: Develop Digital Architectural Models, VR aplications, Android and iOS Apps, interactive totem's applications, among many others digital solutions. Using Unity 3D (C#) and Unreal (Blueprint and C++) to find the better solution for many cllients like Direcional Engenharia, Cyrela, Even, Cassio GShock, Vertiv, and others.

Interactive Media Developer — **2018 - 2019**
8e7 Mídias Interativas (Freelance) — São Paulo, SP - Brazil

Main activities: Develop content on demand from the customer's need. Using several tools like Unity 3D (C#) and Firebase to develop mobile applications for Android and iOS and interactive screens.

Unity 3D Junior Developer — **2017 - 2018**
Main Leaf (Freelance) — São Paulo, SP - Brazil

Main activities: Participate in two mobile games development for android and iOS as a C# (for Unity 3D) programmer. The games are made according to the need of customers.

Education

Digital Games Development — **2014 - 2017**
Fatec São Caetano do Sul - Antônio Russo — São Caetano do Sul, SP - Brazil

Certificates

Digital Ilustration — **2015**
ADS - Escola de Artes de Estúdio Multimídia — São Paulo, SP - Brazil

Game Character: Zbrush modeling — **2014**
Carranca Games — São Paulo, SP - Brazil

Fireworks to Web Design — **2012**
Easycomp Internacional — São Paulo, SP - Brazil

Skills

C# (6+ years), Blueprint (Unreal), Python, HTML, CSS
Unity 3D (6+ years), Unreal
Visual Studio, Visual Code, Vuforia AR
Git (Bash and Source Tree)
Agile development