

Fernando Cardoso

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[feecr.github.io](https://github.com/feecr.github.io)

About

I'm 25, from São Paulo - Brazil. I have been working with Game Development for over 7 years, developing on Game Engines mainly. More than 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

Digital Key (Freelance)

Main activities: Develop Digital Architectural Models, VR applications, 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 clients like DIRECIONAL ENGENHARIA, Cyrela, Even, Cassio GShock, Vertiv, and others.

2018 - Present

São Paulo, SP - Brazil

• Interactive Media Developer

8e7 Mídias Interativas (Freelance)

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.

2018 - 2019

São Paulo, SP - Brazil

• Unity 3D Junior Developer

Main Leaf (Freelance)

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.

2017 - 2018

São Paulo, SP - Brazil

Education

• Digital Games Development

Fatec São Caetano do Sul - Antônio Russo

2014 - 2017

São Caetano do Sul, SP - Brazil

Certificates

• Digital Illustration

ADS - Escola de Artes de Estúdio Multimídia

2015

São Paulo, SP - Brazil

• Game Character: Zbrush modeling

Carranca Games

2014

São Paulo, SP - Brazil

• Fireworks to Web Design

Easycomp Internacional

2012

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