

Frederico Guilherme Zveiter de Albuquerque

VR Games Programmer

Born in 1981, Sep 22. Married, no children.

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Website: fredzvtgamedev.com

Skills:

- Expertise in Unity and Unreal (C#, C++ and Blueprint);
- Titles launched for HTC Vive, Oculus Rift, 3Glasses and Leap Motion devices;
- +16 years of experience using .NET and C#;

Work Experience:

Chief Software Developer – [Samsung Electronics](#), **Mar 2017 to present.**

- Developing VR Products.

VR Games Programmer – [Futuretown Inc.](#), **Oct 2015 to Nov 2016.**

- Developing VR Games for HTC Vive and Oculus Rift using Unity and Unreal Engines.
- Only developer on the game A-10 VR, released on Steam: <http://store.steampowered.com/app/436220/>.
- Lead developer on the game [Stallion Adventures: Horse Riding VR](#), [released as one of the launch titles for Futuretown's Totalmotion System at the Tokio Game Show of 2016.](#)

Senior C#.Net Developer / Analyst at 7 other corporate companies between 2001 and 2013.

Languages:

- Brazilian Portuguese - Native language
- English - Fluent

Public Presentations:

- **Vancouver Film School Final Presentation**, (EN) Oct 2015 - <https://youtu.be/9-etuMn4DIU>
- **Os desafios no desenvolvimento de games para VR**, (PT-BR) Dez 2016 - <https://youtu.be/P9QDaj5Uiak>

Certifications:

- **Unity Certified Developer** (Cert. Nº 201705UCD2043)
Valid through May 2019

Formal Education:

Post Graduate Diploma on Programming for Games, Web and Mobile, October 2015

Vancouver Film School, Vancouver, British Columbia, Canada

ABA, Business Management and Information Technology, December 2008

Universidade Estácio de Sá, Rio de Janeiro, RJ, Brazil