

# Frederico Guilherme Zveiter de Albuquerque

## VR Games Programmer

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

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## 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:

**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 - Mother 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>

## 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