

Frederico Guilherme Zveiter de Albuquerque

VR Games Programmer

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

Current Location: Manaus, Brazil
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Portfolio: fredzvtgamedev.com
Youtube: youtube.com/user/FredZvt

Main Features:

- Expertise in Unreal and Unity (C++, C# and Unreal Blueprints);
- Titles launched for HTC Vive, Oculus Rift, 3Glasses and Leap Motion devices;
- +18 years architecting and developing data-driven backend application using .NET and C#;
- Battle tested in demanding startup agile environments;
- Proactive, fast learner, quality driven, open minded, curious;
- Love for challenges, technology, programming and video games;

Work Experience:

Chief Software Developer – [Samsung's Black River Studios](#), Mar 2017 to present.

- Developing VR Research, Products and Games.

Lead VR Games Developer – [Futuretown Inc](#), Sep 2015 to Oct 2016.

Developing VR Games for HTC Vive and Oculus Rift using Unity (C#) and Unreal Engines (C++ and Blueprints)

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 – [Modulo Security Solutions](#), May 2013 to Oct 2014

Part of the team responsible for the analysis and development of data integration software in the Brazilian Special Security Bureau for Major Events (responsible for the coordination of the activities of agencies involved in public safety and civil defense in federal, state and municipal government spheres, being the interface of the Brazilian state with the Organization Committee for 2014 FIFA World Cup and 2016 Olympic Games).

Senior C#.Net Developer / Analyst – [Peixe Urbano](#), Jul 2011 to May 2013

Responsible for the analysis and development of the integration of the first and largest daily deals website in Brazil with the systems of the financial intermediaries (banks and credit cards), allowing the successful transactions of tens of thousands of purchases per month.

Senior C#.Net Developer / Analyst – [Modulo Security Solutions](#), Jun 2010 to July 2011

Part of the team responsible for the analysis, development and growth of Modulo Risk Manager, the main product from Modulo that greatly simplify Governance, Risk and Compliance (GRC). Developed a research on how to increase code quality and test automation with excellent results, being adopted by the company in its development workflow.

C#.Net Developer / Analyst – [ACTA Previdência](#), Sep 2008 to Aug 2010

Responsible for the analysis and development of the company internal web application. The system is an On-line Analytical Processing (OLAP) tool that run custom and pre-made queries in a big internal Data Warehouse and generates complex reports.

Responsible for the analysis and development of the company external web application. A website to allow the clients of our clients to access data about their pension plans.

Developed many internal tools (web and desktop) to help internal processes.

Worked directly with many clients to develop system integrations.

C#.Net Developer / Analyst – [Bizvox Voice Services](#), Mar 2006 to Jul 2008

Developed a Data Warehouse and the companion On-line Analytical Processing (OLAP) tool using a Relational Database (SQL Server).

Developed a load balancer to distribute phone calls received in a UNIX environment (with Asterisk) and distributed to Windows application servers. Extensive use of SNMP protocol and multiple threads to allow for parallel processing.

Developed voice applications using Voice XML (VXML) technology.

ASP Developer / Analyst – [Braspag](#), Aug 2004 to Feb 2006

Part of the team responsible for the analysis and development of one of the first web payment gateways in Brazil. Used by hundreds of e-commerce websites.

Developed a web application for reports generation.

Performed advanced technical support to assist customers in integrating their systems to the gateway.

Web Designer / ASP Developer – [Spacetec](#), Jan 2001 to Jul 2003

Planning and implementation of institutional websites.

Languages:

- Brazilian Portuguese - Native
- 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