Vinicius Hashirama *Technical Artist*

📍 Niterói - RJ, Brazil

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in Vinicius Hashirama

↖ hashiramaz.github.io/portfolio/

Profile

Experienced Software Developer and Dedicated Visual Artist adept in bringing forth expertise in design, installation, testing and maintenance of softwares/games/experiences with a decorated background in a variety of artistic mediums. Bringing forth a motivated attitude and a variety of powerful skills. Looking for something that makes my heart beat faster preferably in virtual reality.

Professional Experience

Technical Artist, *Hashiramaz Entertainment*   08/2021 — present | Niterói, Brazil

Technical Artist, *SuperUber*   10/2021 — 01/2022
Rio de Janeiro, Brazil

- Optimization of computer vision solutions using the OpenCV library with Blob Detection - Particle optimization using the VFX Graph present in the Unity Engine - Connecting and using Intel Realsense depth camera - Completion of ongoing projects involving Architecture, Design and Programming - Real-time Image Processing - Project documentation - Surface mapping with light projectors - Lighting and equipment assembly for indoor events - Visual production for musical performance projected onto volumetric surfaces

Technical Artist, *Tiny Hydra*   04/2021 — 10/2021 | Netherlands
- Prototyping functionality for internal projects
- Communicating requirements to Team
- Work with other team members to accurately cost objectives/deliverables
- Testing and iterating on deliverable
- Development in Blueprints, C++ and C#
- Build a Houdini VFX Pipeline for Unreal Projects

Technical Artist, *Jappa Studios*   08/2020 — 09/2021
Niterói, Rio de Janeiro, Brazil

Visual Effects and Shaders - Studying, research and developing Shaders - Post Processing - Animated Shaders - Unity Shader Graph - Non-standard Materials Workflow R & D - Testing new softwares - Ways to create content for custom solutions - Speeding up team workflow Optimization/Debugging - Profiling levels - Finding ways to increase graphics performance - Communicating it to artists - Finding solutions when content exceeds budget Comunication - Being a negotiator between two warring tribes (Programmers and Artists) - Teaching new tools - Documentatation - Helping with engine problems Custom Tools - Plug-ins - Creating custom engine tools to prototype level design quickly - Helping to reduce work after design/content changes - Making artists and game designer life easy Animation - UI Animation - UX design to reduce workflow and improve customer usage

Founder, *Jappa Studios*   09/2016 — 09/2021 | Niterói, Brazil
Producer of independent games Skills: - Unity 2018.1 - C# and Java - Multiplayer Online Architecture - Photon Unity Network - Blender 3D modeling - ASP.Net applications - Marketing and Distribuiton - Post Processing - Music Edition - Web Development (PHP, HTML, CSS)

Multiplayer Network Engineer, *Jappa Studios*   03/2018 — 04/2021 | Niterói, Brazil

Multiplayer Network Architecture Engineering - Develop, maintain and extend current Network systems on all supported platforms - C# programming skills - Networking protocol design and implementation - Proficiency in client-server networking architecture - Oriented Object Design Skills - Experience with Photon Unity Network Architecture

Graphic and Motion Designer,   03/2017 — 09/2019 | Niterói, Brazil
Atlética de Sistemas de Informação - Unilasalle RJ

Creation of content, posters, banners and any visual content related to Atlética de Sistemas de Informação - Unilasalle RJ Skills - Photoshop - After Effects - Sony Vegas - Adobe Premiere

Utility Camera Assistant - Olimpic and Paralympic Games   08/2016 — 09/2016
Rio 2016, *OBS - OLYMPIC BROADCASTING SERVICES*   Rio de Janeiro, Brazil

Functions: - Installation and uninstallation of the cameras used in the transmission of Rio 2016 Olympic and Paralympic Games. - Full support for Camera-man - Installation and uninstallation of the TV cabling from the control cabin to the transmission of the images of the sporting events, to the different points where the cameras are located. Achievments: - Improvement of my ability to work under pressure and problem solving since it was a live broadcast event.

IT Support Trainee, *Unilasalle-RJ*   10/2015 — 01/2017 | Niterói, Brazil

Functions: - Installation and preparation of computer equipment for classrooms, laboratories, coordination and administrative sectors - Maintenance and management of computer laboratories (hardware / software). Inventory management of materials in the information technology sector. Projects: - Remodeling of the new infrastructure (Internet, audio and video cabling) of the Aplied Technologies Center classrooms along with its subsequent assembly and testing. Achievements: - Improved ability to analyze, solve problems and work in teams.

Education

Bachelor's degree System Informations,   01/2015 — 12/2020 | Niterói - RJ, Brazil
Centro Universitário La Salle RJ

MOST RELEVANT PRACTICES AT THE UNIVERSITY Database - Data management and how to organize them into a system (MySQLi). Computer programming: Data structure and how to manage them in the C programming language. Web programming: Programming and design of web pages using HTML, CSS, JavaScript and PHP technologies Reference: http://jappastudios.com.br/ Business management: Business management and how to manage the use of entrepreneurial techniques. Multimedia Development: Development of games for smartphones, using technologies, html5, angular, cordova and javascrypt. I finished this matter with a great performance launching the game and getting 30,000 organic downloads. Reference: https://play.google.com/store/apps/details?id=com.JappaStudios.bambamspacechallenge

Bachelor of Engineering - BE | Barcelona Exchange   2017 | Barcelona, Spain
Programm Multimedia - VideoGames, *La Salle BCN*

Technological tendencies: Natural language processing, artificial intelligence, Speaking for Text. Analysis of feelings. Android Programming: Programming of mobile applications on the android platform. Music Edition: Editing and producing full music using the SONAR Platinum program. Social Entrepreneurship: Entrepreneurship aimed at running a business focused on a social goal Project Management: Teamwork and how to coordinate a team to execute a project. Digital Photography: All areas of digital photography from lighting preparation, capture, to post-production.

Languages

| Portuguese | ● ● ● ● ● | English | ● ● ● ● ○ |
| Spanish | ● ● ● ○ ○ | Catalan | ● ● ○ ○ ○ |

Skills

C#	● ● ● ● ●	Unity	● ● ● ● ●
Unreal Engine	● ● ● ○ ○	Python	● ● ● ○ ○
Javascrypt	● ● ● ○ ○	Houdini	● ● ● ○ ○
Blender	● ● ● ○ ○	Adobe Photoshop	● ● ● ○ ○

Courses

Logistic and Operations, *CIEE*   10/2015 — 01/2017 | Niterói - RJ, Brazil

BTP - Broadcast Trainning Programm,   08/2015 — 11/2015
OBS - Olympic Broadcast Services   Rio de Janeiro, Brazil

Administration, *SENAI*   10/2010 — 12/2011
                    São Gonçalo, Brazil

Awards

Certificate of Participation - Olympic Games - Rio 2016,   10/2016
Olympic International Committee
  In recognition and appreciation for your contribution to the success of the Rio 2016 Olympic Games

Certified of Participation - Paralympic Games - Rio 2016,   10/2016
Olympic International Comittee
  In recognition and appreciation for your contribution to the success of the Rio 2016 Paralympic Games

Projects

UNILASALLE GAME CUP,   04/2018
The first Games Championship held at Unilasalle - RJ
  Founder and organizer of the first games championship held at Unilasalle. The Championship took place during the university's technology and innovation week. Two separate games championships were held in two days of event, with prizes for the top three. The games chosen were Street Fighter V and FIFA 17. Skills Used in the project: - Creation of the rules of the championship - Organization of the decoration of the event. - Creation and execution of the marketing plan. - Team management and event development. - Management of the technical team of arbitration. - Management of the inscriptions and control of the matches of the championship. https://www.facebook.com/UnilasalleGameCup/

Volunteer Work

Rondon Volunteer, *Projeto RONDON*   07/2017 | Nioaque - MS, Brazil
  The project was done together with the Armed Forces and City Hall. We help children, youth, teachers, indigenous tribes, families, local businesses and small entrepreneurs. We have created and presented minicourses and workshops to assist and foster the development of the city of Nioaque - MS. We also reformed a local restaurant and made a tourist planning for the development of the city together with the mayor. I was responsible for the part of science, technology, entrepreneurship and work. More than teaching, we learn a lot by living with a different reality and how diverse our country is. https://www.unilasalle.edu.br/rj/servicos/projeto-rondon
https://www.unilasalle.edu.br/rj/noticias/operacao-pantanal
https://br.linkedin.com/company/projeto-rondon