Leandro Dornela Ribeiro

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Skills

- *Game Programming:* Gameplay programming, UI programing.
- *Graphics and Math programming:* OpenGL, GLSL, Augmented Reality, Ray Tracing algorithms, ray sphere and ray triangle intersection, collision detection.
- *Programming Languages:* C++, C, C#, JavaScript and Python.
- *Development Tools:* Microsoft Visual Studio, CodeBlocks and GitHub.
- *Game Engines:* Unity, Cryengine V and Unreal Engine 4.
- *Teamwork:* Working experience as programmer on a team with artists and designers.
- *Language proficiency:* Portuguese(native), English(intermediary) and Spanish(basic).
- *Knowledge:* Differential and Integral Calculus, Analytical Geometry, Linear Algebra, Newtonian Physics, Data Structures, Software Development Process, Object-oriented programming, Rendering and 3D Modeling.

Projects

- **2018-2019: "*Neon Slash*", Programmer(team of 8)**
  Description: 2D tap action game made in Unity.
  Programming of most features and performance optimization.
  Store: *play.google.com/store/apps/details?id=com.GuaraGames.NeonSlash*

- **2018: "*Combat Mechanics*", Programmer(solo)**
  Description: Basic combat system project and implementation in Unity.
  Different types of hand attacks and possibility to add more, expansible special abilities, walk and run, row, skill experience and level up, objects interaction, checkpoints and basic AI.
  Source: *github.com/LeandroDornela/CombatMechanicsPrototype*

- **2017-2018: "O *Inferno de Tande*", Programmer and Designer (team of 6-10)**
  Description: Mobile casual game made in Unity.
  Design, programming of some features, bug correction and performance optimization.
  Store: *play.google.com/store/apps/details?id=com.GuaraGames.Tande*

- **2016-2017: "*2D Game Engine*", Programmer (solo)**
  Description: Basic 2D Web Game Engine made with JavaScript.
  Development of a library to make fast and simple the creation of JavaScript games with a basic system of object management, particles, collision detection, state management, auto update/rendering system, sound and animated sprites.
  Source: *github.com/LeandroDornela/ShinobiEngine*

- **2017: "*GLSL Path Tracer*", Programmer (solo)**
  Description: Sphere Path Tracer made in GLSL.
  Support to render spheres and triangles with opaque, translucent and reflective materials.
  Source: *github.com/LeandroDornela/GLSLPathTracer*

- **2016: "*3D Pong*", Programmer and 3D Artist (team of 2)**
  Description: A 3D Pong made with OpenGL inspired in the Playstation game, Crash Bash.
  3D modeling and texturing, encapsulation, support to OBJ textured models, Mipmapping, Shadows, Lighting and 2D circle collision and response.
  Source: *github.com/LeandroDornela/CrashBall*

Education

- **2013-2019: *Bachelor of Computer Science*,** Universidade Federal de Juiz de Fora.