Gabriel Loçasso

Technologist in Digital Games and Post-Graduated in IT Business and Project Management

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Work Experience

Technical UI Designer

Insane | Aug. 2022 - present

- Insane is a company founded to develop the project Profane, a player-driven Sandbox MMORPG set in a dynamic, open world; currently, almost 50 professionals are working on the project.
- In this position, I am part of the user interface team, and my major attributions are to implement on Unity using the new UIToolkit system all the UI planed and developed for the project, and ensure that it's following all UI/UX heuristics and good practices; also garantee that the final level of quality works and behaves according to the features specs.

Unity Developer / Programmer

MTI Studio | Oct. 2019 - Aug. 2022

- Mti Studio is a company specialized in developing applications, games, platforms and systems. With its headquarters in Rio de Janeiro, the company has been in the market for over 8 years and has clients in over 4 countries.
- Among my common routine tasks are the planning, development and implementation of functionalities and features in the company's projects and frameworks, with constant contact to Unity and the C# language.

Unity Developer / Programmer

Hotcafe Team | Dec. 2021 - Apr. 2022

- Hotcafé is a hub for developing NFT projects, with an emphasis on NFT collections. The company is based in New York, and already contains a range of successful projects in the area.
- Currently the company is investing in NFT games and I am responsible for the front-end execution of the games, as well as full integration and interaction with the back-end team. I work on the Feudalz project, one of the company's flagships and responsible for moving millions of dollars on the blockchain. The game is produced on Unity 3D engine with C# language, using the best practices of POO and Solid principles.

Teacher in Game Development

SENAC | Aug. 2021 - Dec. 2021

- Remote teacher at the "Educar para Trabalhar" project, held by the State of Bahia's government and Secretary of Education, with SENAC's execution, where the goal is the professional qualification of young people for the job market.
- The Electronic Game Development course is composed by 4 curricular units that aim to specialize and show the student the whole pre-production, production, and post-production process of an electronic game, from the conception of the idea, planning, prototyping, development, execution, and maintenance of each stage; using the Unity engine as a framework to develop the projects during the classes.

Co-Founder & Programmer

Tinguá Game Studio | Feb. 2017 - Oct. 2019

- Startup focused on the development of Digital Games, simulations and Serious Games. It has participated in several events such as Game XP and Big Festival.
- Among my common tasks and also as a founding partner, was the leadership and course discussion of the projects, definition of the design of the games in development, and as a programmer the feasibility and execution of the programming tasks, implemented on Unity engine and using the C# language.

Education

Post-Graduation in IT Business and Project Management.

Federal Institute of Education, Science and Technology of Rio de Janeiro - IFRJ Eng° Paulo de Frontin - Rio de Janeiro | 2019 - 2021

Technologist in Digital Games

Federal Institute of Education, Science and Technology of Rio de Janeiro - IFRJ Eng° Paulo de Frontin - Rio de Janeiro | 2015 - 2019

Certificate

- Advanced English Course - CCAA
- EMPRETEC - Sebrae
- Digital Marketing Basics - Google
- Game Development with Construct 2- University of Vassouras

Digital Game Development Engineering - Student Exchange

Instituto Politécnico do Cávado e do Ave - Barcelos - Portugal | 2018

Skill & Expertise

- Unity3D
- C#
- UX Design
- Project Management
- Figma
- JavaScript
- CSS

- UIBuilder
- UI Design
- Git
- Photoshop
- Blender
- HTML
- Clickup