## DOUGLAS BITTENCOURT

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#### CAREER SUMMARY

### Web ASP NET Developer • Unity C# Mobile Developer • Android Studio Java Developer

- Focused on effectiveness, I solve problems creatively. With research and keeping an eye
  on all possible solutions, it is possible to choose the most definitive way to build the
  product.
- **Solid experience in Unity** which allows me to use the entire arsenal of tools in favor of the project, knowing the details of the platform and applying the solution more directly, avoiding known bugs.
- **Reference in 3D development** in Blender, Unity, Shader and calculations in 3D space. This experience allows me to fix 3D Assets (props, 3D resources), calculate vectors, build meshes in real time and build more assertive collisions.
- **Able to use a range of different skills** to develop lightweight, bug-proof applications, extracting maximum performance, which is very important for Mobile, VR, AR, XR.

"The key factor to Douglas's success is motivation. He is passionate about what he does and is always studying and striving to grow."

— Giordano Moro, Manp Tecnologia

## AREAS OF EXPERTISE

- C#, ASP NET, Java, Object Orientation
- Web, HTML, CSS, Razor, js, jQuery, etc...
- Unity 3D
- Blender 3D
- Shaders
- 3D Math
- JSON, XML, Git, SQL
- Game Development, APIs, Libraries and Plugins
- SCRUM, Kanban, Agile Methodologies
- SOLID
- Image texturing and treatment, Atlasing
- Performance as a feature, componentization, ECS, Burst
- Interpersonal communication
- Fluent English and Portuguese, knowledge of other languages

### PROFESSIONAL EXPERIENCE

**Akron Traceability**, Caxias do Sul, RS

Apr, 2023 – Present

Tracking and monitoring solutions for all stages of manufacturing, transport and sale of products.

### **Fullstack Developer**

Developer of decision making in an automated inventory system that does not depend on human intervention. Web development for SAP and WMS. Refactoring and documentation.

- *Reliable*, bug-proof applications, which is essential in automation.
- Experienced and easy to communicate with, which brings several benefits to the team.
- **Readable** and maintainable code.

#### **Manp Tecnologia**, Caxias do Sul, RS

Oct, 2021 – Apr, 2023

Hardware and Software engineering company. Produces technologies for segments such as medicine, agriculture and industry.

### **Unity and Android Studio Developer**

Responsible for managing an Augmented Reality project for the agricultural segment, using smartphone and machinery sensors to guide the user through precision procedures.

- **Successful application** delivered and approved by the demanding agricultural environment.
- *I see ahead*, being able to plan and guide decision-making in order to avoid rework.
- *High performance as a characteristic.* Which makes the application compatible with a wide range of devices.

# **Manp Tecnologia**, Caxias do Sul, RS

Jun, 2021 – Oct, 2021

#### Android Studio Intern

I developed a visualization tool for the sensors of complex agricultural machinery, completing it before the end of my internship.

- **Responsible for processing information** and developing complex formulas that guide the operator's decision making.
- **Developed everything** from screen layouts to machine integration.
- *Commitment, commitment and honesty* are intrinsic characteristics of my personality and were key points in my promotion.

# **EDUCATION**

**Analysis and systems development, Graduate** Senac, Caxias do Sul, RS *Completed in 2022* 

# Analysis and systems development, Technician

QI Escolas e Faculdades, Caxias do Sul, RS 2015 to 2016, interrupted

## **EXTRA**

I produce content for Virtual Reality, I have a public map used by the Brazilian community since 2020