VLADMIR CHICAROLLI DE SOUZA

SENIOR UNITY DEVELOPER

CONTACTS

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ABOUT ME

Senior Unity Developer for mobile, desktop and consoles using Unity and C#. Good knowledge of C++. Great skills in game prototyping, people training, and leadership.

PERSONAL DETAILS

Date Of Birth

27/11/1982

Nationality

Brazilian

Marital Status

Married

Linkedin

linkedin.com/in/vladmircsouza/

WORK EXPERIENCE

CO-FOUNDER / SENIOR UNITY DEVELOPER
Channel3 Collective

JAN - 2021
PRESENT

I Was Lost - a game that combines 2D mazes, sliding puzzles, and narrative. A demo is live on Steam. The final game should be released by the end of the year also for Xbox.

Created the Level Editor where users can share their levels on discord.

Created the Save and Load system as a package so it can be used in future games.

Integrated the Steam achievements API.

SENIOR UNITY DEVELOPER - TOOLS PROGRAMMER
Lockwood Publishing

JUN - 2021
PRESENT

DisplayTool – Internal tool used by the Art and Marketing teams to create and test content that would be launched on the Avakin Life game.

Thumbnails Generation automation – Planned, prototyped and developed a feature to automatically standardize and generate the shop thumbnails.

Maya and DisplayTool integration – Developed a system where the artists can export and test the created animation package on the tool. That integration helped to improve the art workflow, turning a process that usually takes minutes into a single click of a button directly from Maya.

Version Control Automation – a system to run basic and custom version control commands inside the company's application or Unity Editor. Particularly useful for artists and the marketing team.

UNITY DEVELOPER / C++ GAME DEVELOPER
Miniclip

OCT - 2018
JUN - 2021

8 Ball Pool Trickshots - developed the features: Daily bonus, a feature to show the position of your Facebook friends on the map and an improvement on in-game controls which was later applied to the 8 Ball Pool. A feature to predict the easiest possible shot, this became one of the major game's featured mechanics used to give bonuses, trophies and ingame consumables for the players.

A Unity plugin to manage and deal with in-game audio.

Created the coding best practices for Unity and C# also worked in a Unity Guide & Best Practices for artists.

Top Down Golf - Worked almost a year with Cocos2D and Objective-C. Helped to develop the IA simulation mimicking a player aiming, a feature to challenge your Facebook friends and Leaderboards.

SKILLS

Unity
● ● ● ● ●

C++ & Cocos 2D
● ● ● ○ ○

Unreal
● ○ ○ ○ ○

Construct 2
● ● ● ● ○

Adobe Illustrator
● ● ● ○ ○

Adobe Photoshop
● ● ● ○ ○

HTML
● ● ● ● ●

CSS
● ● ● ● ○

Java Script
● ● ● ● ○

LANGUAGE SKILLS

Portuguese
● ● ● ● ●

English
● ● ● ● ○

Spanish
● ○ ○ ○ ○

Italian
● ○ ○ ○ ○

CO-FOUNDER / WEB DEVELOPER
Marrs Studio Web Development

JAN - 2008
FEB - 2018

Development of websites using tools and web applications.

Intel Software Day 2013 - Presentation of two projects one called iScholl, which helps parents know what their children's day at the nursery was like and another called Space Oddity, which is an example of an advertising game.

Responsible for planning, prototyping, and developing of web and mobile apps.

INSTRUCTOR / TECHNICAL CONSULTANT / LEAD
SENAC São Paulo

JAN - 2013
NOV - 2017

Responsible for reformulation and creation of new courses such as Game Development Technician, Game Development for mobile devices and the internet.

Lecture on game development across several SENAC units in Sao Paulo.

Teaching programming for games and systems for desktop, internet and mobile.

Instructor for C# programming classes for people with special needs such as blindness and motor difficulties.

Instructor for Unity and Game Development for other Instructors.

QA / PORTING ENGINEER
Glu Mobile

JUN - 2010
JUL - 2012

Enable games to operate in the country's native language.

Development of a built-in purchase system.

Quality assurance and improvement of user experience.

Worked on Android and J2ME projects like Blood and Glory, DJ Hero, Guitar Hero, Who Wants to Be Millionaire, World Series of Poker, etc.

TECHNICAL LEAD
CellMoto Express

NOV - 2005
OUT - 2009

Carrying out repairs on Motorola's mobile phones for customers and companies such as Telefonica.

Provide training for the new trainees and new employees.

Support the management team in controlling all the work that was performed (customer service, stock, and technical repair).

### PLC PROGRAMMER / LEAD
THN Automacao Industrial

JUN - 2002
AUG - 2005

Training and monitoring new joiners on the fieldwork.

PLC software development, creation of user guides and user training, team management on the implementation of several machining lines for companies like TRW Brazil and Venezuela, Toyota Brazil and Argentina.

Prototyping and implementation of software, electronic devices, and robots.
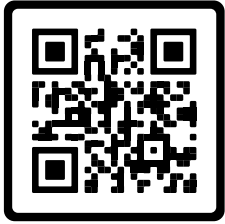
EDUCATION

POSTGRADUATE LATO SENSU – SPECIALIZATION IN ANIMATION

SENAC Campus Santo Amaro

OCT - 2014
DEC - 2015

Focusing on the development of animations for games, I did the first work for the institution on this subject.

TECHNOLOGY IN DIGITAL GAMES

SENAC Campus Santo Amaro

JAN - 2009
JUN - 2011

I developed a game called River Raid Remake (now Retro Raid) inspired by the classic Atari game, this game is a 3D version with the option to change to the classic 2D view. Also developed a procedural world generation and enemies IA.

MULTIMEDIA AND WEB GAMES TECHNICIAN

SENAC Lapa Scipao

JAN - 2008
DEC - 2008

I developed an advergame inspired by the 2D GTA using Adobe Flash, where the player should make a car delivery respecting the Brazilian traffic laws and before running out of gas.

EXTRA

VOLUNTEER GAME DEVELOPMENT TEACHER.

Marrs Academy

JUN - 2021
PRESENT

Focusing on the development of animations for games, I did the first work for the institution on this subject.