

# VLADMIR CHICAROLLI DE SOUZA

SENIOR GAME DEVELOPER

## CONTACTS

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## ABOUT ME

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

## WORK EXPERIENCE

### SENIOR GAME DEVELOPER - TOOLS AND R&D

Lockwood Publishing

JUN - 2021  
SEP - 2022

*DisplayTool - Internal tool made on Unity with some C++ plugins 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.*

### CO-FOUNDER / LEAD UNITY DEVELOPER

Channel3 Collective

JAN - 2021  
PRESENT

*A company that I've created as a hobby to develop games in my spare time.*

*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.*

### UNITY DEVELOPER / C++ GAME DEVELOPER

Miniclip

OCT - 2018  
JUN - 2021

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

*Mentoring new joiners on a daily work bases and helping them to quickly integrate into the company.*

*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

Leadership  
Conflict Resolving  
Product Focused  
Self Management  
Tools, gameplay and generalist  
Programmer  
Clean and highly maintainable  
code

## TECHNICAL SKILLS

C#  
C++  
Python  
Java  
Unity  
Unreal  
Cocos 2D  
Monogame  
Construct

## LANGUAGE SKILLS

English  
Fluent  
  
Portuguese  
Native Speaker  
  
Spanish  
Basic  
  
Italian  
Basic

### CO-FOUNDER / WEB DEVELOPER *Marrs Studio*

JAN - 2008  
FEB - 2018

*Responsible for planning, prototyping, and developing websites and web applications following the client's needs.*

*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.*

### 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 games and systems programming 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

*Mentoring the new trainees and new employees.*

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

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

### PLC PROGRAMMER / LEAD *THN Automacao Industrial*

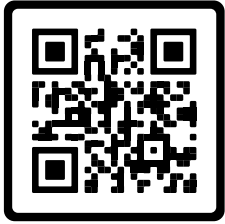
JUN - 2002  
AUG - 2005

*Mentoring 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.*

## WEBSITE



SCAN ME

[vladmircsouza.github.io](https://vladmircsouza.github.io)

## 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 institution's first work of the kind 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

*Started a pilot Game Development Class with two students during the pandemic and later invited other teachers to voluntarily write classes in several tech areas (coding, art, marketing, etc).  
Joining my old partner from Marrs Studio we'll publish these classes for free in a project called Marrs Academy.*