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 GAMEPLAY PROGRAMMER
Bossa Games

OCT - 2023
MAR - 2025

Surgeon Simulator 2 - reduce monthly operation cost and support the franchise transition to Atari.

Lost Skies - Implemented the gamepad support; and supported the art team in the implementation and decisions of most of the UI/UX highlight to the Tier Upgrade system (called Ark Computer ingame) where I've implemented the UI and the system to improve, upgrade and unlock items;

Also created some of the base systems like NPC chat, Level-Up for the items and weapons and a major refactor on crafting and building systems.

Improved game performance by optimizing the assets usage using Unity Addressables.

Lost Skies - Island Creator - Implemented the Turret Puzzle.

SENIOR GAME DEVELOPER - Tools and R&D
Miniclip

OCT - 2022
AUG - 2023

Worked on the integration and conversion of one of the current games to Unity's Addressables system, focusing on download speed, asset organization and usage, fixing bundles and improving the amount of data that was added to the server. After the changes, the main bundle size went from 41MB to 5MB and the download speed is now below 5 seconds.

Created a chat package to be integrated into all the company's Unity games.

SENIOR GAME DEVELOPER - Tools and R&D
Lockwood Publishing

OCT - 2022
AUG - 2023

Content Test Tool - An internal tool made on Unity with some C++ plugins used by the Art and Marketing teams to create and test content that will be launched on the Avakin Life game.

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

Maya and Content Test Tool 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

SKILLS

Leadership
Conflict Solving
Product Focused
Self Management
Tool, gameplay and generalist
programmer
Clean and highly maintainable
code

TECHNICAL SKILLS

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

LANGUAGE SKILLS

English
 Fluent

Portuguese
 Native Speaker

Spanish
 Basic

UNITY and C++ GAME DEVELOPER
Lockwood Publishing

OCT - 2018
JUN - 2021

8 Ball Pool Trickshots - developed the features: Daily bonus, showing 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 basis and helping them to quickly integrate into the company.

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

Top Down Golf - Worked for 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.

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, and 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 ENGINNER
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.

WEBSITE

vladmircsouza.github.io

WORK EXPERIENCE

SPECIALIZATION IN ANIMATION
SENAC 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.

TECHNOLOGIST IN DIGITAL GAMES
SENAC 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.

WEB GAMES AND MULTIMEDIA TECHINICIAN
SENAC Lapa Scipiao

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 before running out of gas.

EXTRAS

CHANNEL 3 COLLECTIVE
Co-Founder

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.

MARRS ACADEMY
Volunteer Game Development Teacher

JAN - 2009
JUN - 2011

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.

MINICLIP GIVES
Volunteer Game Development Lectures

JAN - 2008
DEC - 2008

A social project run by Miniclip where I give lectures about game development to teens from economically disadvantaged communities in Portugal.