Vítor R. A. Fernandes

Gameplay Programmer

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EMPLOYMENT

Hoplon   Florianópolis, SC, Brazil
Gameplay Programmer   December 2016 – present
- Improved our visual programming framework to develop new characters
- Added functionality to enable the Battle Pass monetization model
- Implemented client and server synchronization for car movement
- Built a launcher with crash reporting
- Wrote a custom Steam installer with a prompt to install our game

Facebook   Menlo Park, CA, USA
Software Engineer Intern   June 2015 – September 2015
- Built a push notification delivery error counting system using in-house solutions
- Customized the web dashboard to present the developers with the error information

EDUCATION

DePaul University   Chicago, IL, USA
M.S. in Computer Game Development   June 2016
- Graduated with Distinction
- Brazil Scientific Mobility Program, fully funded scholarship recipient

Federal University of Viçosa   Viçosa, MG, Brazil
B.S. in Computer Science   August 2014
- Programming contests participant and national finalist

CURRENT PROJECT

Heavy Metal Machines
- MOBA-inspired, competitive, online car battle arena
- Early access on January 2017, released on September 2018
- Made with Unity with custom launcher, rendering and logging

COMPETENCIES

- Unity
- C#
- C++
- Data Structures

- Algorithms
- Optimization
- Memory Management

- SIMD
- Multithreading
- Design Patterns