

Vítor R. A. Fernandes

Master Game Programmer

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SUMMARY

I am a Software Engineer with experience in memory management, vectorization, parallelism and game engine programming. I enjoy learning new concepts, working on hard challenges and developing creative solutions to unexpected problems. Currently looking for a position as a Game Systems Programmer.

EDUCATION

DePaul University, Chicago, IL

Master of Science in Computer Game Development

June 2016

- Brazil Scientific Mobility Program, fully funded scholarship recipient
- Graduated with Distinction

Federal University of Viçosa, Viçosa, MG, Brazil

Bachelor of Science in Computer Science

August 2014

EXPERIENCE

Facebook, Menlo Park, CA

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

PROJECTS

Object-oriented Space Invaders, Academic

- Rebuilt the classic arcade game in C# using Visual Studio
- Designed the system following modern architectural techniques and OO principles
- Extensive use of design patterns

VEngine, Academic

- Built a 3D game engine in C++ using Visual Studio
- Wrote a set of libraries to handle linear algebra, file IO operations and a hierarchical data structure
- Developed offline tools to convert and export mesh and animation data from FBX files

TwitchJam, Personal

- Global Game Jam 2016 prototype using Unity
- Twitch-based minigames where all the input is extracted from the channel's chat

SKILLS

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|-----------------|---------------------------|----------------------|
| • C++ | • Memory management | • Optimization |
| • C# | • SIMD | • Game Physics |
| • Java | • Multithreading | • Engine Programming |
| • Visual Studio | • Artificial Intelligence | • OpenGL |
| • Perforce | • Design Patterns | |