

Adriano Mendes Gil

Game Developer

adrianomendes.gil@gmail.com

Blog: <http://adrianogil.github.io>

Google Scholar profile: <https://scholar.google.com.br/citations?user=n6RoXpAAAAAJ>

Based in: Manaus/AM, Brazil

Summary of Qualifications

- 6+ years of experience developing multiplatform Unity projects
- Main Unity skills: Graphics and CG/GLSL Shaders, editor tool development, Android plugins, UI and gameplay implementation, performance bottlenecks analysis.
- Extensive experience on: C#, Shaderlab/CG, Python, Java, C/C++, MATLAB, Shell Script.
- Strong knowledge in Artificial Intelligence applied in games, Pattern Recognition, Computer Graphics, Computer Vision and Image Processing.

Work Experience

08/2021 – 11/2022	Wildlife Game Studios <u>Mobile Engineer</u> - Implemented monetization tools as SDKs in C# for Unity Projects targetting Android/iOS platforms. CI/Automated tests using Gitlab pipelines. Unity plugin development.
06/2016 – 07/2021	SIDIA - Samsung Institute of Development for Informatics on Amazon
02/2019 – 07/2021	<u>Technical Specialist</u> - Tech Lead in Unity-based Virtual/Augmented Reality projects. Developed automated solutions for Android platforms using UIAutomator.
06/2016 – 01/2019	<u>Senior Unity Developer</u> - Virtual/Augmented Reality projects made in Unity. Android plugin development and integration. Editor tools programming. Experience with Perforce and Git. Graphics research for mesh processing tools.
02/2015 – 12/2018	Amazonas State University (UEA) <u>Visiting Professor</u> - Taught 3 postgraduates courses related to Artificial Intelligence for Games using Unity
10/2013 – 06/2016	INdT - Nokia Institute of Technology <u>Software Developer</u> - Development of a 2D infinity runner made in Unity targeting Android, iOS and Windows Phone platform.
10/2012 – 10/2013	SIDIA - Samsung Institute of Development for Informatics on Amazon <u>Development Analyst Jr</u> - Sub Team Leader - Development of applications targeting Android platform using Samsung APIs. Responsible for software architecture and gameplay programming of a 3D button football game made in Unity.
04/2010 – 08/2012	CETELI/INdT More than 12 games and apps developed on Sustainability theme for Nokia devices.
08/2011 – 08/2012	<u>Software Developer - Team Leader</u> - Responsible for training and management of a 5-sized team on app development using SCRUM. Expertise on C++ and Qt/QML.
04/2010 – 04/2011	<u>Software Developer Intern</u> - mobile applications development using Python, Java, JS, C++ and Qt targeting Nokia smartphones.

Education

2011 – 2014	Master in Electric Engineering, Federal University of Amazon. Research Areas: Pattern Recognition and Digital Image Processing Dissertation title: Handwritten Digit Recognition: The Pursuit of Maximum Hit Rate
2006 – 2010	B.Sc in Computer Engineering, Federal University of Amazon.
2003 – 2005	Technical High School in Electronics, Nokia Teaching Foundation.

Published Games

- **Woody Endless Summer:** A time-based sidescroller infinite runner implemented in Unity3D targetting Android, iOS and Windows Phone. My contributions to this project was developping a chunk-based procedural generation algorithm, difficulty-level curves, few gameplay mechanics, UI implementation and performance improvements. <https://www.youtube.com/watch?v=vLeJc6Qy-SE>
- **Button football:** A turn-based multiplayer Android game implemented in Unity 4.3. My role in this project was architecture and software components definition, implementation of state machine-based gameplay, networking components and several Android plugins for integration with Samsung APIs (multiplayer, Ads, in-app, ...). <https://www.youtube.com/watch?v=YjHnDKF0gbQ>
- **The Battles Untold:** A local multiplayer brawler in which the main characters are from famous public domain work, as Dracula and Merlin for instance. An Unity-based project targetting MacOS and Windows desktop. For this project, I have worked on AI implementation: bots movement and general behaviors and strategies. <https://matchola.itch.io/battlesuntold>

Courses

2015	Deep Learning. Course instructor: Laurent Dinh (Université de Montréal). UFAM/CETELI/FUCAPI/INdT. 80h
2014-2015	Data Science. UFAM/CETELI/FUCAPI/INdT. 208h
2014-2015	Digital Image Processing: Filters, Transformations, Quality analysis, detection and classification methods for image pattern recognition. UFAM/CETELI/FUCAPI/INdT. 300h
2014	Computational Photography. Federal University of Rio Grande do Sul. 40h
2014	NVidia CUDA Programming. Federal Fluminense University. 40h.
2014	Certified Scrum Developer Course. 40h
2013	Advanced Course of Unity. Studica. 20h
2013	Introduction to Unity. Studica. 20h
2013	Agile Software Development. CAELUM.
2013	Software Design Patterns. CAELUM.

Certifications

2018	Unity Expert Gameplay Programmer
2017	Unity Certified Developer

Languages

English	reading and writing (advanced), oral (upper intermediate)
French	upper intermediate (DELF B2)
Japanese	elementary
Korean	elementary