# Dennis José da Silva

Brazilian, Single 24 years old São Paulo, Brazil

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### **OBJECTIVE**

I want to start my career in game development area as a computer programmer in a company which I can gain experience and work on games that I would be proud to develop.

### ACADEMIC BACKGROUND

Jul 2008- Universidade Presbiteriana Mackenzie

Jul 2012 **Bsc. Computer Science** 

End of course project: Software integrating: Integrating of an

augmented reality API and a game engine.

Practice: It was integrated the augmented reality API ARToolkit with the XNA game engine using languages C, C++ and C#, also it was coded a simple game using the framework created to concept proof.

Project presented at WRVA 2012, Paranavai, Parana, Brazil

Ago 2014- Universidade de São Paulo (USP)

Up to now Master in Computer Science (in progress)

1<sup>st</sup> Semester

## PROFESSIONAL EXPERIENCE

Ago 2010- Marketdata Soltutions
Dec 2011 Web Developer Intern

- Integrating dynamic data from webservices to static pages with asp.net, C# 4.0.
- Keeping and evolving existing websites.

Jan 2012- **Marketdata Soltutions** 

Apr 2013 Web Developer Jr.

- Integrating dynamic data from webservices to static pages with asp.net, C# 4.0.
- Keeping and enhancing existed websites.
- Participating of meetings and discussing the project with customers, suppliers and internal team.

Nov 2012- **Maplink** 

up to now **Software developer Jr.** 

- Keeping and enhancing the soap (C#) and javascript webservices
- Analysing and solving clients bugs reports.
- Design new features to the webservice.
- Design and developing testing for new features

### **LANGUAGES**

Portuguese: Native English: Advanced

#### **ENRICHMENT ACTIVITIES**

Research project 2009- Title: **Interface pattern applied to Ogre engine**2010 Usability study of a visual tool developed using

Usability study of a visual tool developed using interface pattern to Ogre engine resource manager.

Presented at 63th Reunião anual da SBPC,

Goiana, Goias, Brazil.

Research project 2010-2011 Title: **Mixed reality applied to digital games: Developing a game with mixed reality to 140<sup>th</sup>** 

anniversary.

Proposal of a game using augmented reality and

virtual reality.

# INTERNATIONAL EXPERIENCE

April - September 2013 I have lived for 5 months in Oxford, England, where

I studied English at Kaplan International College Oxford getting the Advanced level certified with

100% of attendance achievement.

#### SOFTWARES KNOWLEDGE

- asp.net, HTML, CSS, JavaScript
- Java, C, C++ and C#
- Git (windows), SVN (tortoise client)
- SQL
- C# unit tests