FELIPE FRAGOSO

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Viborg 8800 - Denmark
🚩 Portuguese

Experience

Game Programmer   2019 - 2020
Mads & Friends, Viborg, Denmark

 - Lead programmer on The Forest Quartet game (theforestquartet.org);
 - Create the game architecture and main mechanics;
 - Create and implement the game design of the game.
 - Implement tools for artist and implement prototypes made in playmaker.

Unity Programmer   2020
Midtjysk 3D Service, Viborg, Denmark

 - VR short movie using HDRP Unity pipeline;
 - Implement main mechanics;
 - Shader programmer using shader graph and code;
 - Movie selected as finalist to Venice Biennale Cinema 2020 VR Expanded.

Co-founder and Game Programmer   2017 - 2019
Lulu Lab, Copenhagen, Denmark

 - Lead programmer on Lulu's Journey educational point and click game;
 - Create the game architecture and main mechanics;
 - Create and implement the game design of the game.
 - Implement data analytics for the game using Unity Analytics.

Teacher Assistant   2018
KADK, Copenhagen, Denmark

 - Unity 3D, Game Design and PlayMaker teacher;
 - Supporting bachelor and master projects;
 - Lecturer on prototype and shaders.

Game Programmer   2017 - 2018
Copenhagen Creators, Copenhagen, Denmark

 - Unity 3D programmer;
 - Update the mobile games: Killer Snake and SoulSpark;
 - AI Programmer on Swipe Fighters;
 - Gameplay programmer on Celebrity Ninja.

Education

Msc. in Games Technology   2016 - 2019
Copenhagen, Denmark

 - Master Thesis: An analyse of graphics programming courses for game developers.
 - Student president for the year if 2018.
 - Member of ITU Innovators and StupIT,

Msc. in Games Production and Programming   2009 - 2010
Senac, Sao Paulo, Brazil

 - Master Thesis: Development of a education game using Unity 2.6.

Computer Science   2004 - 2007
Unisanta, Santos, Brazil

 - Bachelor Thesis: Create an application with a programmable logical controller.