

Felipe Chaves
(17 years experience)

+55 (48) 99942-6599 felchs@gmail.com

<https://www.felipechaves.com>

Linkedin: [linkedin.com/in/felipe-chaves-19656a26/](https://www.linkedin.com/in/felipe-chaves-19656a26/)

CAREER SUMMARY

I specialized in **Unity** development, leveraging over nine years of hands-on experience since 2015 and I've been working with game dev since 2007. My expertise spans various domains, from game development to real-time systems. I've contributed to several advanced Unity projects, including backend solutions with client integrations using **Unity/C#/C++/C#**, and **TCP/UDP** networking **Client x Server** for casino to casual games like Poker and Solitaire, as well as more complex **VR/AR** projects where I developed an **XRPlugins** for **Unity**.

In my earlier work, I developed a custom **3D engine** using **OpenGL**, with **C++** interfaces to physics engines. My **C++** experience also extends to real-time financial systems, where I handled native integrations, working with large datasets and systems for over a million users. Additionally, I've been working on custom engines for metaverses, developed video streaming systems using **C++**, **WebRTC**, **gstreamer**, and **OpenCV**, and implemented **CAD** algorithms for **UI Win32** and data management.

I've founded and **led** two software development companies, solving a wide array of technical challenges across various domains, including game development, enterprise applications, and web solutions. My experience spans working with **VB.NET**, **Visual Basic**, **Azure**, **AWS**, **Java**, **SpringBoot**, **Angular**, **HTML/CSS**, **jQuery**, and **REST** APIs. I'm always eager to expand my expertise in **C/C++** and collaborate on innovative projects that push the boundaries of technology.

I have a deep passion for programming, where every challenge feels like an opportunity to create something new. Unity holds a special place in my heart, with its power and precision driving my love for problem-solving.

TECH SKILLS

- **Unity:** 9+ years
- **C#:** 8+ years
- **C++:** 6+ years (worked since 2007 but, primary focus since 2019)
- **SQL:** 8+ years
- **Java:** 17+ years
- **SpringBoot:** 3+ years
- **OpenGL:** 4+ years
- **TCP/UDP:** 5+ years

WORK EXPERIENCE:

- AR/VR tracking solution integrations for cars in **Unity/C++** (front-end), **Java Android** (Backend)
- Developed a C++ CAD system for Architecture using **C++, C#, Angular**
- Casino Games for US market made with **Unity** (front-end), **Java** (backend)
- Card and Board Games worldwide markets (+ 50thousand users at the same time), **Unity, Java, AS3** (front-end), **Java** (backend).
- Network Gaming using TCP/UDP in **Java**
- **TCP/UDP accross many language communications like Java ↔ C++ ↔ C ↔ C#**
- Worked on a **custom** C++ engine for metaverses
- Video streaming development in C/C++, **WebRTC, gstreamer, OpenCV**
- 3D Game Engine programming with OpenGL bindings using Java and interfaces to physics engines in C/C++
- 2D Client using Objective-C / Cocos2D
- Financial software for real-time data gathering REITS in Brazil (+1 million users monthly) **VbNet, SQLServer, Azure**
- Payment systems for game development using **Java**
- Medical system for Infection control (+100 systems sold), **Delphi, SQL Firebird**
- **Java/AS3** development for mobile applications **Android & IOS**

DETAILED PROFESSIONAL ACCOMPLISHMENTS

Ambush (10/2024) - (now) [C++|Java-Bootstrap]

- I'm working with C++ and Java/Bootstrap in backend development for financial solutions, specifically in a billing subscriptions environment. In this role, I manage integrations with various APIs to ensure smooth and accurate billing operations, contributing to the development of efficient, scalable systems. My work involves designing and optimizing data flows between multiple services, ensuring that all transactions are processed securely and in real-time. I also focus on troubleshooting and resolving any billing-related issues, improving overall system reliability. Additionally, I collaborate with cross-functional teams to enhance user experience and streamline subscription management processes.

Nearsure (11/2023) (09/2024) [C++|C#|Angular]

- I developed algorithms for CAD solutions in civil engineering where I worked with UI and Engineer related problems of a CAD system. The architecture is developed in C++ involving many aspects of the system from data management passing through 3D plotting to CAD UI development.

EnverStudio.com (04/2023) (03/2024) - FREELANCE [VR Unity|Oculus]

- VR Unity Development of the game DeadOfTheSea.com
> I worked on the development of the gameplay of game helping the creation of a VR Quest 2 game of pirates. I worked mainly as a GamePlay programmer.

Sansar.com (10/2022)-(03/2023) [Unity|C++ Engine]

- C++ Engine developer > I worked on a proprietary engine mainly with c++ systems; from model loading, UI management to platform toolset configurations; NoesisGUI custom UI features development

Pixida.com | external BMWGroup (06/2021)-(09/2022) [Unity |C|C++|Android]

- Unity / Front-endDevelopment > I was responsible for the creation of Unity use cases of a project for AR solution.
- Backend Dev> Part of the solution was dealing with incoming data from internet & hardware devices. So I have to deal with many different technologies to deal with it, like: C++ hardware plugins, Java Mobile App, among others.

HydraSystems (09/2020)-(05-2021) [Unity/AS3/C++]

- Front-endDevelopment > I've done about 6 games complete games from 09/2020 to 05/20212, games about the slot machine games, a product distributed in United States.
- Also worked on bug solving and creation of about 30 games on an existing Unity platform.
- Worked in a AAA new slot machine game that is being created for US market.
- Also worked on Integration systems between Server x Client
- C++ integration cabinets hardware;

ClubeFII.com.br (01/2015)-(09/2020) (this was a side project) [VbNet|SQLServer|Azure|Javascript|AspNet]

- ClubeFII > Website Administrative tool: [made in VBNet/SQLServer] for handling Big Data of Real Estate Funds and moderate action of clients and users of the system;
- ClubeFII > Website of ClubeFII.com, relating dynamic CSS/Javascript/HTML content as well as Aspx programming of the site. Algorithm development: Aspx, Javascript, HTML, CSS, VBNet, SQLServer, Highcharts Accomplishments 3: Server Side of ClubeFII.com, relating VBNet/SQLServer and azure managing; e-mail alerts management, account payments, etc...

Megajogos.com.br (07/2007)-(03/2020) [Unity|Java|C++|As3|OpenGL]

=> **Main games:** <http://play.google.com/store/apps/details?id=air.br.com.megajogos.mobile>

- Accomplishment: (1 year) Proprietary 3D Physics Engine: youtube.com/watch?v=R9Qf2uZG8x4 Accomplishment: (1 year) Online 2D and 3D Billiards Game; C++ physics integration with existing physics engines.
- Accomplishment: (3 months) Iphone Games Framework - Algorithm development: Objective-c, cocos2d, OpenGL ES
- Accomplishment: (6 months) Webtorneios – Dominoes and Truco Mobile
- Games, including Mobile/Unity platform, Client/Server developed in Java (Server) and C# (Unity): play.google.com/store/apps/details?id=com.webtorneios.domino play.google.com/store/apps/details?id=com.fontec.webtorneios
- Accomplishment: support Artificial Intelligence, and other support for many games within Megajogos Mobile platform developed in AS3 (Client) and (Java) Server: play.google.com/store/apps/details?id=air.br.com.megajogos.mobile
- Accomplishment: support Artificial Intelligence, and other support for many games within Megajogos Mobile platform developed in AS3 (Client) and

- (Java) Server.
- Accomplishment: Generic Payment System supporting many platforms and products including internationalization.

Infomed Systems (01/2011)-(12/2014) [Delphi|FireBase|Full Stack Software Engineer]

- Accomplishment: Desktop Medical Software for Infection Control Disease (Brasil) Sold in more than 100 hospitals in Brazil
- Accomplishment: Visit to hospitals to give support to clients

Forex/Stock Market (01/2014)-(01/2017) (this was a side project) [C++|Java|MQL4/5]

- Accomplishment: (3 years) Forex/Stockmarket framework in METATRADER 4 and 5/ JNI / JAVA. Experience with Artificial Intelligence on trade marketing: Neural Networks, Classification, Clustering and Regression algorithms, Statistical modeling of financial time series.

IEB.UFSC.BR (01/2005)-(01/2007) [R&D|VRML|AS3]

- Accomplishment: Virtual Reality System of an Electrocardiogram and Virtual Reality Systems of Physiology experiments. Development in VRML, ActionScript, JSP using: 3ds MAX Modelling and Animation and writing of scientific articles.

DBJUS.com (01/2016)-(03/2016) [Java|Backend]

- Accomplishment: (3 months) Development of Algorithms for support of Brazil's Biggest site of Online Electronic Process of Law dbjus.com - Algorithm development: Worked with Java, Rest, Cassandra, GWT, Solr, Elastic Search, Hibernate, MySQL, PostgreSQL, Linux server deployment

Game Tactics Studio [Unreal|Java] Study project

- Accomplishment: Online Turn Based Games Framework, Simple RPG Card Game and Tactics game under Development - Algorithm Server: Java NIO, Netty, Berkeley DB - Algorithm Client: AS3, C#, Unity

EDUCATION

Masters Degree, Year (2007-2009), Electrical Engineering | Federal University of Santa Catarina: PGEEL/IEB | ppgeel.posgrad.ufsc.br/

Bachelor Degree, Year (2000-2004), Computer Science – Graduation, Brazil / SC UniFacvest