Felipe de Moraes Modesto

CAREER SUMARY

I have been working as a Software Developer in the Game Industry since 2011. During my career, I have implemented games and business applications for multiple platforms. For the past four years, I have also taken a management role, coordinating programmers and designer teams to ensure asset quality and compliance to project scope. I also have experience with clients having worked with some of Brazil's biggest corporations. I currently reside in Ottawa and am a permanent resident of Canada.

WORK EXPERIENCE

- 2011-2018 - **Game Developer & Creative Director** - Fira Soft Ltd.

  Programmer & Production Lead (2011-2014)
  Programmer & Creative Director - Working Remotely (2014-2018)

- 2015-2017 - **Teaching Assistant - Software Engineering - Android** - uOttawa

TECHNICAL EXPERTISE

- **Programming**

  C++, C#, Python, Lua, Java, JavaScript, R, Linux Shell, SQL

- **Technologies**

  Unity3D, Mobile Development, Corona SDK, Android Studio
  IceScrum, SQlite, Google Analytics, rStudio, ADB, OBS

- **Process**

  Scrum (IceScrum), Git/Mercurial (GitHub / Bitbucket / Gitlab), GDD

PROJECTS & PUBLICATIONS

- **SEVeN - ICN Distributed Network Communication Simulator - OMNet++**

  C++
  Python
  Roles: Architecture model, protocol stack implementation and debugging, data analysis, production of technical reports & other academic material

- **Kriophobia (In Development) - Survival Horror - PC / PS4 - Unity3D**

  C#
  Roles: Feature programming, project management, production validation, asset validation, design documentation production, debugging

- **NeuroVR - In-surgery Cognitive Evaluation Tool - PC / SteamVR - Unity3D**

  C#
  Roles: Project management, client interaction, feature programming, debugging, interface/usability design, patient evaluation metric design

- **Autotrac SVOne - Vehicle Tracker - Android - Native Android**

  Java Roles: Project management, feature programmer

- **Move-it! Charades - Virtual Board-Game - iOS / Android - Corona SDK**

  Lua
  Roles: Lead designer and programmer, core feature implementation, UI/UX design, publishing and maintaining store presence, game content production, client support

- **Wikinarua - Cartography-based Social Media - Android - Native Android**

  Java Roles: Feature Programmer

- **Other Custom Mobile-centric Projects for Clients - Unity, Corona, Android**

  Lua
  C#
  Java
  Roles: Varied roles associated with the positions of creative director and programmer, feature implementation, client management, production management, game design, documentation production

- **Multiple papers published in Academic Conferences and Journals**

  LaTeX
  Python
  Roles: Academic research proposal, implementation, analysis and document production
  Plase access google scholar page for a mostly complete list of publications

EDUCATION

- 2014-2018* - **PhD in Computer Science** - University of Ottawa

- 2011-2014   - **Master of Computer Science** - University of Brasilia (Brazil)

- 2007-2011   - **Bachelor in Computer Science** - University of Brasilia (Brazil)

CONTACT

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in /femodesto

Career Interests

- **Software Developer**
- **Programmer**
- **Game Developer**
- **Production Lead**

BIO

Master of Computer Science

Language Skills

English	◆◆◆◆◆
Portuguese	◆◆◆◆◆◆
French	◆
Spanish	◆◆

Interests

- Data Analysis
- Automation
- Networks
- Graphics
- Innovation

Personal Interests

- Board-games
- Photography
- Mech. Keyboards
- Plotting Graphs
- Curious Facts

Personal Traits

- Team Player
- Leadership
- Problem-Solver
- Multi-tasker
- Perfectionist

SOCIAL MEDIA

github: felipemodesto
twitter: felipemodesto

More details available at:

www.modesto.io