

Felipe de Moraes Modesto

CAREER SUMMARY

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 4 years I have also taken the role of Creative Director, coordinating programmers and designer teams to ensure asset quality and compliance to project scope. I also have experience managing clients and have worked with Brazil's biggest corporate clients. I currently reside in 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 (2014-2018)

TECHNICAL EXPERTISE

♦ Programming

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

♦ Technologies

Unity3D, Mobile Development, Corona SDK, Android Studio, MS Visual Studio
IceScrum, SQLite, Google Analytics, rStudio, ADB, OBS

♦ Process

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

♦ Graphic Design

Adobe Suite (Photoshop, Illustrator, Indesign, Audition, After Effects, Premiere)

PROJECTS & PUBLICATIONS

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

C++ Roles: Architecture model, protocol stack implementation and debugging,
Python 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

♦ Jimmy Five Brick-Breaker - Brick Breaker - iOS / Android - Unity3D

C# Roles: Project management, feature programming, project-specific tool implementation,
game design, art asset conformity management (client requirement)

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

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

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

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

♦ Multiple papers published in Academic Conferences and Journals

LaTeX Roles: Academic research proposal, implementation, analysis and document production
Python Please 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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🌐 /femodesto

Career Interests

- ♦ Software Developer
- ♦ Game Developer
- ♦ Programmer
- ♦ 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