

Victor Ferrari Pinto Sassi

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Education

UNIVERSIDADE FEDERAL FLUMINENSE PhD in Computer Science	Niterói, RJ, Brazil 12/2027
UNIVERSIDADE FEDERAL FLUMINENSE Master in Computer Science	Niterói, RJ, Brazil 12/2023
FACULDADE DE EDUCAÇÃO PAULISTANA Graduate Program in Mathematics Education	São Paulo, SP, Brazil 12/2023
SENAC RS Technician in Game Programming	Porto Alegre, RS, Brazil 06/2020
UNIVERSIDADE FEDERAL FLUMINENSE Bachelor of Mechanical Engineering	Niterói, RJ, Brazil 12/2019
UNIVERSITÀ DI BOLOGNA Bachelor Mechanical Engineering (Exchange Program: Ciência sem Fronteira)	Bologna, EM, Italy 06/2016

Experience

ESCOLA DE COMUNICAÇÃO E DESIGN DIGITAL (ECDD) Undergraduate Professor <ul style="list-style-type: none">• I teach game development classes using Unity and Construct• Courses taught:<ul style="list-style-type: none">• Advanced Mechanics and Technical Integration• Serious Game Development• Fundamentals of Casual Game Design	Niterói, RJ, Brasil 01/2025 – Current
GOIABA GAMES STUDIO Founder and Game Developer <ul style="list-style-type: none">• Creation and development of games for various platforms using game engines such as Unity and Construct.	Niterói, RJ, Brasil 04/2024 – Current
INSTITUTO GAYLUSSAC Programming Instructor <ul style="list-style-type: none">• I taught high and middle school students Python programming, introducing data analysis.• I taught Scratch programming to high and middle schoolers with applications for digital games, films, and microcontrollers (Arduino using S4A).• I worked as a professor and head of the Maker Lab and the Video Game Maker Club, where we developed several projects and video games that we exhibited on websites and museums.	Niterói, RJ, Brazil 02/2018 – 12/2024
UNIVERSIDADE FEDERAL FLUMINENSE Researcher in VR Game Development <ul style="list-style-type: none">• I managed a team of six developers to create educational virtual reality games using Unity for the Casa da Descoberta museum.• I oversaw the creation of seven educational virtual reality games used in the museum.• I developed a locomotion technique for wheelchair users to use in virtual reality.	Niterói, RJ, Brazil 06/2021 – 06/2023

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TRIALFORGE STUDIO

Rio de Janeiro, RJ, Brasil

Unity Developer

11/2021 – 06/2022

- I worked on the development of a game created in Unity, programming in C#.
- I designed and implemented mechanics in the game.
- We worked to release the game on Steam.

VIRTUAL CRAFT GROUP

Modena, EM, Italy

Unity Developer Intern

01/2016 – 06/2016

- I worked on the development of a game created in Unity, programming in C#.
- I designed and implemented mechanics in the game, primarily focusing on implementing animations and programming the camera.

Leadership & Activities

THE MYTHS BRAZIL

Niterói, RJ, Brasil

Founder and Captain

08/2017 – 04/2019

- Founded and led a team that designed, built, and competed with a human-powered rover capable of enduring the Martian terrain in NASA's Human Exploration Rover Challenge (HERC).
- Secured over \$10,000 in sponsorship to support the team's participation in the competition.
- Led the team to achieve the Neil Armstrong Best Design Award.

Game Jams Awards

Cross Cultural Impact Jam 2022

Most Creative Game

08/2022

PodQuest Jam 2021

Finalist

05/2021

Hacking Rio 2020

Best Game

08/2020

Courses and Certificates

Unity

Create with VR for Educators

09/2022

NVIDIA DLI Certificate

Fundamentals of Deep Learning

03/2022

Coursera

Beginning Game Programming with C#

01/2017

Coursera

Game Design and Development Specialization

01/2016

Skills

Technical:

- Game Engines: Unity; Unreal; Construct3; Love Lua; Puzzle Script; PyGame;
- Programming Languages: C#; C++; Shader; Python; JavaScript; “HTML”; “CSS”; Arduino; FORTRAN; Lua;

Languages:

- Portuguese: Fluent
- English: Advanced
- Italian: Advanced
- Spanish: Intermediate
- Japanese: Basic