

Ícaro Goulart Faria Motta França

GENERALIST GAME DEVELOPER

Niterói - RJ, Brazil

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*“Learning can be leveraged through positive or negative reinforcements.
I prefer the positive ones but the negative reinforcements sometimes teach us great lessons.”*

Summary

I am a generalist analyst/programmer in the area of game development, interactive programs, simulators, hybrid applications, and web services. Currently, I have Master's Degree in Computer Science at the Federal Fluminense University (UFF). My research field was Artificial Intelligence with a focus on Reinforcement Learning.

Work Experiences

MoonLabs Studio

CLIENT SOFTWARE ENGINEER (HOME OFFICE)

Canada

Jun. 2021 - current

- Program and develop the Devikins game
- Main technologies: Unity, Python, MongoDB

AKOM Studio

GAME PROGRAMMER (HOME OFFICE)

Rio de Janeiro-RJ, Brazil

Mar. 2021 - Maio. 2021

- Program and architect codes for mobile game development
- Main technologies: Unity e C#

AddLabs

RESEARCHER

Niterói-RJ, Brazil

Oct. 2018 - Aug. 2019

- Develop new features and maintain the AddCement - software for Cementation Evaluation for oil wells.
- Main technologies: C++, QT & MySql

Visual Virtual

LATEST ROLE: LEAD SOFTWARE DEVELOPMENT ENGINEER

Belo Horizonte-MG, Brazil

Nov. 2013 - Jan. 2017

- Manage the developer team and create the back-end settings and source code for a ride app called Zumpy v3.
- Develop the web service through the REST API in all Zumpy versions.
- Main technologies: JAVA, JPA, JBOSS, PostgreSQL, MongoDB, AmazonWS, Wildfly, XMPP

Devex Tecnologia e Sistemas S/A

ANALYST DEVELOPER

Belo Horizonte-MG, Brazil

Jun. 2010 - Oct. 2013

- Develop MinelInside, software for managing ore mines' integrated operation.
- Main technologies: C++, QT and Ogre 3D

Visual Virtual

INTERN PROGRAMMER

Belo Horizonte-MG, Brazil

Mar. 2009 - Jun. 2010

- Develop new features to MinelInside.
- Integrate physx engine into the Visual Virtual engine.

Digital Game Development Course

TEACHER'S ASSISTANT POSITION

Belo Horizonte-MG, Brazil

2009

- To help students with difficulties in the courses: Computer Graphics, 3D Modeling, and Mathematics for Games.

Education

UFF (Universidade Federal Fluminense)

MASTER'S DEGREE IN COMPUTER SCIENCE

Niterói-RJ, Brazil

Mar. 2017 - Exp. May. 2019

- Thesis title: Learning how to play Bomberman with Deep Reinforcement and Imitation Learning
- Research field: Computer Graphics, AI and Games
- Courses Taken: Artificial Intelligence, Computer Vision, Data Visualization, Machine Learning, Analysis and Synthesis of Algorithms, Computer Systems, Machine Learning for Natural Language Processing, and Oriented Study

PUC-Minas (Pontifícia Universidade Católica de Minas Gerais)

TECHNICAL DEGREE IN DIGITAL GAME DEVELOPMENT

Belo Horizonte-MG, Brazil

Jul. 2007 - Exp. Dec. 2009

- Approved

- Approved

Languages

English: intermediate
Portuguese: fluent
Spanish: intermediate

Skills

Programming C++, C#, JAVA, Python, JS and Lua
Game Engines Unity 3D, Ogre 3D, **prior experiences:** Unreal, Irrlicht and Gamemaker
Physics Engines PhysX and ODE
V. Control Systems Git, Hg, SVN and CVS
Others Qt, ML-Agents toolkit, Visual Studio, Ionic, Cordova, Jenkins, Ejabberd XMPP, Scrum

Game Projects

Devikins)

DEVIKINS IS A FREE TO PLAY BLEND OF CLASSIC JRPG STYLE TURN-BASED COMBAT AND CHARACTER BREEDING. SEEK GLORY WITH A GUILD OR CRAFT WEAPONS, EQUIPMENT, AND SKILLS! RAISE YOUR OWN PERSONAL ARMY, AND DEFEAT MONSTERS AND OTHER PLAYERS IN BOTH PVE STORY MODE AND THE PVP ARENA!

Jun. 2021

Vamos Brincar de Banho de Mar (Monica's Gang)

VAMOS BRINCAR DE BANHO DE MAR IS A TOY GAME FROM MONICA'S GANG UNIVERSE. IN IT THE CHILD CAN EXPLORE THE SEA IN 2D, WHICH IS ACTUALLY A BATHTUB, IMAGINE STORIES, ACTIVATE CUTSCENES, EXCHANGE SKINS, FEED CHARACTERS, USE MEANS OF TRANSPORT AND MUCH MORE.

Oct. 2020

Vamos Brincar de Cozinhar (Monica's Gang)

LET'S PLAY COOKING IS A TOY GAME FROM MONICA'S GANG UNIVERSE. IN IT THE CHILD CAN CREATE DIFFERENT RECIPES AND FEED MAGGY. YOU CAN CUT, BAKE, COOK, FRY AND MAKE COOKIES WITH DIFFERENT FOODS

Aug. 2020

BLE - Bomberman Learning Environment

BLE IS BUILT UPON THE ML-AGENT TOOLKIT, DRL, AND IL ALGORITHMS. IT WAS CREATED IN MASTERS DISSERTATION RESEARCH.

May. 2019

Rocket IX

SURVIVAL-STYLE SHIP GAME DEVELOPED USING UNITY3D.

Jul. 2016

Rolimã

ROLLING CART RACING GAME MADE USING THE GAME ENGINE IRRILICHT AND THE PHYSICAL ENGINE ODE AS MAIN ASSESSMENT FOR AN ISOLATED COURSE IN DIGITAL GAMES AT UFMG.

Jun. 2011

Percy Fawcett

2D PUZZLE PLATFORM GAME MADE USING THE GEMEMAKER FRAMEWORK AS ASSESSMENT FOR AN ISOLATED COURSE IN DIGITAL GAMES UFMG.

May. 2011

Operação Bauxita

CAR BATTLE GAME DEVELOPED TO TEST THE VISUAL VIRTUAL COMPANY ENGINE.

Jun. 2010

Projeto Pólo

SHOTING GAME DEVELOPED IN C ++ AND LUA, USING OGRE GRAPHICS ENGINE, PHYSX PHYSICS ENGINE, OPENAL AUDIO ENGINE AND RAKNET NETWORK ENGINE AS FINAL PROJECT FOR THE GAME DEVELOPMENT COURSE OF PUC-MINAS.

Dec. 2009

Hope

RACING GAME DEVELOPED IN XNA AS INTERDISCIPLINARY ASSESSMENT FOR THE GAME DEVELOPMENT COURSE OF PUC-MINAS.

Dec. 2008

Batalha Naval: A Neblina

GAME DEVELOPED IN C ++ USING THE GAME ENGINE IRRILICHT AS INTERDISCIPLINARY ASSESSMENT FOR THE GAME DEVELOPMENT COURSE OF PUC-MINAS.

Jun. 2008

Contratempo

2D PLATFORM GAME DEVELOPED USING THE GEMEMAKER FRAMEWORK AS INTERDISCIPLINARY ASSESSMENT FOR THE GAME DEVELOPMENT COURSE OF PUC-MINAS.

Dec. 2007

Software Projects

AddCement

THE ADDCEMENT SOLUTION ENCOMPASSED THE RESEARCH AND DEVELOPMENT OF A DIAGNOSTIC PROTOTYPE OF THE CEMENTING STATE ALONG A WELL.

Oct. 2018 - Aug. 2019

Zumpy - Carpooling app

THROUGH ZUMPY, DRIVERS CAN ZERO FUEL EXPENSES AND PASSENGERS CAN COMMUTE BOTH COMFORTABLY AND AFFORDABLY.

Nov. 2013 - Jan. 2017

MineInside

MINEINSIDE IS A WINDOWS PLATFORM PROGRAM USED FOR VISUALIZATION AND MONITORING OF ORE MINES. THERE WERE SEVERAL VERSIONS, AMONG THEM: PLANNING, MONITORING AND RECONSTITUTION.

Mar. 2009 - Oct. 2013

Published Papers

A Visual System for Custom Security Analysis in Cities

[Niterói-RJ, Brazil](#)

CO-AUTHOR

2017

In 7th Workshop on Visual Analytics, Information Visualization and Scientific Visualization (WVIS) - SIBGRAPI

Learning how to play Bomberman with DeepReinforcement and Imitation Learning

[Arequipa, Peru](#)

CO-AUTOR

2019

Joint International Conference on Entertainment Computing and Serious Games. Springer, Cham, 2019

Honors & Awards

DOMESTIC

2009 **Gold Medal**, Medal of merit in reason of his high grades on his technical degree course.

[PUC-Minas](#)

2008 **Best Work**, Best interdisciplinary work of the second period of his technical degree course.

[PUC-Minas](#)