Ícaro Goulart Faria Motta França

Generalist Game Developer

São Fidelis - 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 and simulators. I have a master's degree in Computer Science from Universidade Federal Fluminense (UFF) in the area of Artificial Intelligence with a focus on Reinforcement Learning. I find it easy to learn new technologies and I see bugs as challenges that will be overcome.

Work Experiences

MoonLabs Studio   *Canadá*
CLIENT SOFTWARE ENGINEER (HOME OFFICE)   *Jun. 2021 - current*
- Program and develop the Devikins game
- Main technologies: Unity, Python, MongoDB

PushStart Studio   *São Paulo, Brasil*
GAME PROGRAMMER (HOME OFFICE)   *Ago. 2019 - Set. 2020*
- Program math games
- Main technologies: Javascript

AKOM Studio   *Rio de Janeiro-RJ, Brasil*
GAME PROGRAMMER   *Ago. 2019 - Set. 2020*
- Program and architect codes for mobile game development
- Main technologies: Unity and C#

AddLabs   *Niterói-RJ, Brasil*
RESEARCHER   *Out. 2018 - Ago. 2019*
- Develop new features and maintain the AddCement - software for Cementation Evaluation for oil wells.
- Main technologies: C++, Qt and Oracle

Visual Virtual   *Belo Horizonte-MG, Brasil*
LATEST ROLE: LEAD SOFTWARE DEVELOPMENT ENGINEER   *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   *Belo Horizonte-MG, Brasil*
ANALYST DEVELOPER   *Jun. 2010 - Out. 2013*
- Develop MineInside, software for managing ore mines' integrated operation.
- Main technologies: C++, QT and Ogre 3D

Visual Virtual   *Belo Horizonte-MG, Brasil*
INTERN PROGRAMMER   *Mar. 2009 - Jun. 2010*
- Develop new features to MineInside.
- Integrate physx engine into the Visual Virtual engine.

Digital Game Development Course   *Belo Horizonte-MG, Brasil*
TEACHER'S ASSISTANT POSITION   *2009*
- Help students with difficulties in the courses: Computer Graphics, 3D Modeling, and Mathematics for Games.

Education

Master's degree in Computer Science *Niterói-RJ, Brasil*

UFF (Universidade Federal Fluminense) *Mar. 2017 - Exp. Mai. 2019*

Technical degree in Digital Game Development *Belo Horizonte-MG, Brasil*

PUC-Minas (Pontifícia Universidade Católica de Minas Gerais) *Jul. 2007 - Exp. Dec. 2009*

Technical school in Software Development *Campos dos Goytacazes-RJ, Brasil*

CEFET-Campos (Centro Federal de Educação Tecnológica de Campos dos Goytacazes) *Fev. 2005 - Exp. Dez. 2006*

Languages

English: intermediate
Spanish: intermediate

Skills

Programming C++, C#, JAVA, Python, JS e Lua
Game Engines Unity 3D, Ogre 3D, **alguma experiência:** Unreal, Irrlicht e Gamemaker

Physics Engines PhysX e ODE
V. Control Systems Git, Hg, SVN e CVS
Others Qt, ML-Agents tookit, Visual Studio, Jenkins, Scrum

Software Projects

ADDCement

The ADDCement solution encompassed the research and development of a diagnostic prototype of the cementing state along a well. *Out. 2018 - Ago 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 - Out. 2013*

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. *Out. 2020*

canceled during the project

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. *Mai. 2019*

Rocket IX

Survival-style ship game developed using Unity3d. *Jul. 2016*

Rolimã

Rolling cart racing game made using the game engine Irrlicht 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 Gamemaker framework as assessment for an isolated course in Digital Games UFMG.

Mai. 2011

Operação Bauxita

Car battle game developed to test the Visual Virtual company engine. With C++, Ogre3d, QT and PhysX

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

Dez. 2009

Hope

Racing game developed in XNA as interdisciplinary assessment for the Game Development course of PUC-Minas.

Dez. 2008

Batalha Naval: A Neblina

Game developed in c ++ using the game engine Irrlicht as interdisciplinary assessment for the Game Development course of PUC-Minas.

Jun. 2008

Contratempo

2D platform game developed using the Gamemaker framework as interdisciplinary assessment for the Game Development course of PUC-Minas

Dez. 2007

Artigo Publicados

A Visual System for Custom Security Analysis in Cities

Niterói-RJ, Brasil

Co-Autor

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

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*