

Tobias Beise Ulrich

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26 years old, brazilian, single.

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QUALIFICATION AND THINGS

I have a degree in Digital Games at Universidade do Vale do Rio dos Sinos - UNISINOS and I've worked as a generalist programmer in the software development industry for 5 years now.

I had the opportunity to work with different technologies and solutions such as face recognition, web applications, front/back end and 3D visualization. I have knowledge in the following programming languages: C++, C#, Javascript, Typescript and HTML/CSS. I also worked with game development with Unity, GameMaker and custom game engines. My objective is to improve my knowledge, learn more and share with others. I lived in Germany for two years (from 2011 to 2012) and there I worked with social projects. Such experiences allowed me to expand my vision and learn more about social engagement and teamwork.

ACADEMIC BACKGROUND

Major degree – Digital Games – UNISINOS.

HONOR AND AWARDS

☆ Best Game in all categories with Koko-Kuba (Brazil, 2015)

The game Koko-Kuba was exposed in the Exhibition Games of "I Semana Atômica" - the Digital Games course academic week of UNISINOS - Universidade do Vale do Rio dos Sinos.

More than 15 games were exposed with different proposals and development status. The players were also able to evaluate each game in different categories. Koko-Kuba of all games in all categories was the one that got highest rated.

☆ International Interactive Exposition of Neo Bugreiro (Italy, 2019)

Neo Bugreiro, a game portraying the reality of the indians and the “bugreiros” (people who killed indians in Brazil) was invited to participate in the “Antifa art and games”, in Italy. This game was developed as a part of my study during the final paper on Digital Games degree.

LANGUAGES

English – Intermediate II – UNISINOS, São Leopoldo.

German – Aufbaukurs C. - Bildungs Verein – Hannover, Germany.

COURSES

Visual Communication Technician - Instituto de Educação Ivoti. – Concluded at 2010.

PROFESSIONAL EXPERIENCE

BLANK STUDIO / Porto Alegre

March to August 2019

WebGL developer (Freelancer)

3D visualization API development for web environments to Thyssen & Krupp. Using three.js. Also helped the front-end team with Javascript consulting.

OKL GROUP / Porto Alegre

July 2017 to March 2019

Software Engineer

Project planner and generalist programmer for international companies. Worked with various solutions and technologies such facial recognition, web applications, front/back-end and 3D visualization. The programming languages and tools were C#, C ++, Javascript, Typescript, React Native, React JS, Unity, NodeJS, Git, JIRA and many others.

IDEIA À VISTA / Porto Alegre

December 2014 to April 2017

Game Programmer

Game programmer using Unity and GameMaker. We also worked with technical documentation production, technology research, test and code assurance.

OBSERVASINOS – Observatory of Reality and Public Politics of Vale do Rio dos Sinos / São Leopoldo

August 2013 to December 2017.

Game Developer

Social and education game development based in Games for Change (NGO). Exercised competences in programming, game design and visual graphics. Articulation on an academic transdisciplinarity team.

KINDERTAGESSTÄTTE ST. MICHAEL / Seelze, Germany

August 2011 to July 2012.

Volunteer

Voluntary Social Year: Helping and monitoring children's in the Preschool class on different daily activities.

KURZE WEGE / Wunstorf, Germany

January 2011 to July 2011.

Volunteer

Helping the social project coordinators and monitoring children and young people in the activities of the project.

PINCELARTE - Communication and Design / Ivoti

July 2010 to December 2010.

Intern - Graphic Designer

Creation of visual communication project, advertising material and other design compositions according to clients necessities.

São Leopoldo, August 2019.