



Nycholas Weissberg

Programmer, Artist, Teacher.



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EXPERIENCE

Nyco3D

Full-Stack Dev: Three, WebGL, React, Node, Next & Firebase

June 2021 - Present

I am a skilled and experienced full-stack developer specializing in React.js, Node.js, Next.js, and Firebase technologies. I have a proven track record of delivering high-quality, responsive and user-friendly websites, webapps, storefronts, landing pages and other projects for a wide range of clients, including companies and individuals. I am proficient in building robust and scalable APIs and have a deep understanding of how to leverage Firebase to build efficient and secure web applications. [Pilar Papeis](#), [Maquete AR](#), [3D Pokedex](#) ([making of](#)), [Geo Premio](#), [Cartão de visita](#), [Canvas Terminal](#)

Galpão Base

São Paulo, SP — *Senior Programmer / 3D Generalist*

February 2016 - October 2016

I had the opportunity to work in partnership with [Leo Ceolin](#) (architect) and [Rodrigo Barbosa](#) (interactivity), where we innovated in exhibitions by creating interactive video mapping installations. I was responsible for developing real-time 3D applications with motion and voice capture technology to enhance the overall experience for visitors. [Project Cultura Inglesa](#) ([Metropolis - TV Cultura](#)) [Project GreenPeace](#) [Virtual Penalty Kick](#)

SOFT SKILLS

Effective communication, Team work, Creativity, Problem solving, Leadership, Extroverted, Transparent, Adaptable.

HARD SKILLS

Software development, 3D modeling, 3D animations, video editing, soundtrack composing, VFX and programming.

LANGUAGES

- Portuguese (native)
- English (fluent)
- Spanish (intermediate)
- Hebrew (intermediate)
- Japanese (basic)

COMPUTER LANGUAGES

- React.js (Master)
- Node.js (Advanced)
- Python (Advanced)
- Javascript (Master)
- HTML (Master)

Virtuale Comunicação

São Paulo, SP — *Full-Stack Web Programmer*

January 2013 - October 2014

As part of a publicity company specialized in endomarketing for pharmaceutical companies, I'm an expert in developing cross-platform applications using HTML5, CSS, and Javascript for product promotion, administration software for medical conferences, and providing video editing, animation and visual arts services. I worked closely with PM [Claudio Corvello e Silva](#) and CEO [Pérsio Marcondes do Amaral](#) to deliver effective and innovative solutions for our clients. [Project Clinique](#) [Virtuale Web Portfolio](#).

Rae,MP - Agência

São Paulo, SP — *Game Designer*

July 2012 - September 2012

Creating an Engaging [Advergame](#) for the Volkswagen Jetta Using Blender 3D Development Platform. I take full ownership of every aspect of the game, from intricate 3D modeling, captivating textures, and dynamic animations to meticulous programming and all other technical intricacies.

IGS - International Game Solutions

São Paulo, SP — *Analyst Programmer*

March 2012 - July 2012

I was responsible for bringing two exciting casino games, "[Triple Bônus](#)" and "[Lucky Note](#)" to life using the powerful combination of Python programming and the Blender 3D game engine. These games were presented at a game fair in Mexico City and received positive feedback from attendees.

- **PHP** (Advanced)
- **CSS** (Master)
- **Java** (Intermediate)
- **C++, C#** (Intermediate)
- **Visual Basic** (Intermediate)

EDUCATION / COURSES

Cousera - DeepLearning.AI

Online — *Natural Language Processing in TensorFlow & Python*

March 2022

As a course participant, I achieved the highest grade and the [certificate](#)

VFS - Vancouver Film School

Vancouver, BC — *Video Game Art and Development*

February 2015 - June 2015

I completed the Video Game Art and Development course with participation in [Game Jams](#)

FMU - Faculdades Metropolitanas Unidas

São Paulo, SP — *Bachelor (Computer Science)*

January 2011 - January 2015

I completed my studies with a [diploma](#) and excellent grades, and I conducted Scientific Research on the behavior of groups of NPCs.