



Rômulo Santos Silva

Game Developer - Belo Horizonte, Brazil

romulossan@gmail.com | +55 (31) 99116-7675

[Portfolio - romulosan.com](http://Portfolio-romulosan.com) | linkedin.com/in/romulosan/ | github.com/romuloScripts



Work Experience

- **2017/2018 - Gameplay Programmer - Magitech Games**
 - Gameplay Programmer contract for the game Shield Impact
- **2014/2017 - Game Programmer - Tower Up Studios, Belo Horizonte, Brazil**
 - I worked on the development of highly optimized solutions for gameplay mechanics, tools, shaders and front-end implementation for mobile, Steam and console projects.
- **2013/2015 - Game Programmer and Designer - PUC Minas, Belo Horizonte, Brazil**
 - Scientific Initiation Scholarship - Game Programmer and Designer on a research project: Methodology for the motivation and gameplay of digital games for smartphones, focusing on the elderly
- **2013 - Assistant Teacher of Programming Languages - PUC Minas, Belo Horizonte, Brazil**
 - Assistant Teacher of programming languages in the Undergraduate Course In Games at PUC Minas
- **2011 - IT Internship - Hospital Mater Dei, Belo Horizonte, Brazil**
 - General support service for users.

Education

- **2017/Present - Master's degree in Computer Science - PUC Minas, Belo Horizonte, Brazil**
- **2012/2015 - Undergraduate Course in Games - PUC Minas, Belo Horizonte, Brazil**
- **2010/2011 - Technician Professionalizing Course in IT - Polimig, Belo Horizonte, Brazil**

Languages

- Portuguese - Native
- English - Advanced

Technical Experience

Unity 3D, Game Design, Level Design, Project Management, C++, C#, MySQL, Gameplay Programming, 3D Math, Tools Programming, html, Graphics programming, Git, UI Programming, Android Studio, Blender 3D, AI, Virtual Reality, PHP, Unreal, Xbox Developer Kit, Steam SDK, Trello.

Awards

- 2016 - 3rd Place International Final - Imagine Cup 2016
- 2016 - National Champion - Imagine Cup 2016
- 2016 - Merit Honor Medal - Undergraduate Course, PUC Minas
- 2015 - Best Educational Game - CAVA 2015
- 2015 - National Finalist - Imagine Cup 2015
- 2014 - Popular Vote Winner - SBGames 2014
- 2013 - Game Festival Finalist - SBGames 2013

Published Articles

- 2017 - Ethnography and Phenomenology applied to game research: a systematic literature review – Unifacs - [Visualize](#)
- 2017 - Design and evaluation of mobile game for older people: an empirical study – [Visualize](#)
- 2015 - Learning of the use of smartphones by older adults mediated by educational game - SBC - [Visualize](#)
- 2015 - Labuta Batuta: a mobile educational game for older adults - SBC - [Visualize](#)
- 2014 - The World of Wells: Design and Gameplay - SBC - [Visualize](#)
- 2014 - Traveling around the world: a smartphone game project focusing on the elderly - SBC - [Visualize](#)

Main Projects

- [Wanna Dance?](#) - VR - 2018 - Personal Project
- [Shield Impact!](#) - Steam - 2018 - Magitech Games
- [Wells](#) - Xbox One, Steam - 2017 - Tower Up Studios
- [Jequi's Dream](#) - Android, iOS - 2016 - Tower Up Studios
- [Protect Your Teeth!](#) - Android, iOS - 2016 - Tower Up Studios
- [Labuta Batuta](#) - Android - 2015 - Scientific Initiation
- [Bion](#) - Android, iOS - 2014 - Tower Up Studios
- [Traveling Around the World](#) - Android, 2014 - Scientific Initiation
- [Run For Your Life!](#) - Windows - 2013 - Class Project
- [Elemental](#) - Windows - 2013 - Class Project
- Games Jams - 2013 - 2015
- [Development Tools](#) - 2015 - 2018 - Tools to improve productivity

