Rômulo Santos Silva - São Paulo - SP - Brazil

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SUMMARY

Skilled Gameplay Programmer, Master in Computer Science, experienced with C# and C++. Expert user of Unreal Engine, more than 7 years working within Unity 3D.

SKILLS & ABILITIES

- Highly skilled using C# and C++.
- Experienced in Unity 3D, Unreal Engine, and implementation of SDKs.
- AI, math, and shaders practice focused on game development.
- Created more than 10 distinct games for mobile platforms, PC and consoles.
- Produced more than 10 tools to speed the development of my games.
- Concern about player's comfort, prototyping, and integration of controls, cameras, interfaces and animations.
- Attention to detail, sense of initiative, analytical, and synthesis skills.

RELEVANT EXPERIENCE

Game Developer, Arvore interactive technologies, São Paulo, Brazil
2019 – Present
- Development of Virtual Reality projects.
- Portability for multiple devices: Oculus Rift, Oculus Quest, and HTC Vive.
- Working with Git version control.
- Application of performance optimization techniques.
- Creating tools to streamline development.

Gameplay Programmer, Magitech Games, Belo Horizonte, Brazil
2017 – 2019
- Code and integration of all aspects of 3 games for PC.
- Use prototyping techniques to demonstrate the validity/invalidity of a gameplay idea.
- Developed tools to optimize production.
- Determine and fix the gameplay bugs detected by the production.
- Programmed outsourced work.

Game Programmer, Tower Up Studios, Belo Horizonte, Brazil
2014 – 2017
- Implementation and integration of controls, cameras, sounds, interfaces, animations, behaviors of characters, NPCs and environments.
- Portability for mobile and console platforms.
- Creation of shaders to improve the graphical aspect of the games.
- Produced level design tools to optimize production.

Game Programmer and Research Student, PUC Minas, Belo Horizonte, Brazil
2013 – 2015
- Designed, programmed and tested two fully functioning games for mobile platforms focusing on the elderly using Unity Engine.
- Realized playtests sessions which helped solve a number of critical usability flaws in the user interface design and gameplay.

Assistant Teacher of Programming Languages, PUC Minas, Belo Horizonte, Brazil
2013
- Assist undergraduate students to solve programming exercises.

IT Internship, Hospital Mater Dei - Belo Horizonte, Brazil
2011
- Helped solve a number of critical problems in applications and support service for users.

EDUCATION

Master's degree in Computer Science – PUC Minas – Belo Horizonte - Brazil
- Specialized in Human–computer interaction.

Undergraduate Course in Games – PUC Minas – Belo Horizonte - Brazil
- Specialized in Game Development and Design.
- Received the "Merit Honor" award for excellent academic achievement and that stands out throughout undergraduate course.

Technician Professionalizing Course in IT – Polimig – Belo Horizonte - Brazil
- Specialized in Programming Languages.

OTHER ACCOMPLISHMENTS

- 2020 Emmy Award For Innovation In Interactive Programming with the title The Line.
- Best VR Experience in Venice International Film Festival 2019 with the title The Line.
- 8 scientific articles publications in the area of computing science and game design.
- Participated in 5 Game Jams as a Game programmer.
- Received the "Merit Honor" award for excellent academic achievement and that stands out throughout undergraduate course.
- 3rd place in International Final of Imagine Cup 2016 with the game Jequi's dream.
- Award Best Educational Game with the game Bion in CAVA 2015.
- National Finalist with the game Wells in Imagine Cup 2015.
- Popular Vote Winner with the game Wells in SBGames 2014.
- Game Festival Finalist with the game Elemental in SBGames 2013.