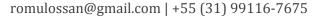


Rômulo Santos Silva Game Developer - Belo Horizonte, Brazil





<u>Portfolio - romulosan.com | linkedin.com/in/romulosan/ | github.com/romuloScripts</u>

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 - <u>Visualize</u>
- 2017 Design and evaluation of mobile game for older people: an empirical study <u>Visualize</u>
- 2015 Learning of the use of smartphones by older adults mediated by educational game SBC <u>Visualize</u>
- 2015 Labuta Batuta: a mobile educational game for older adults SBC <u>Visualize</u>
- 2014 The World of Wells: Design and Gameplay SBC Visualize
- 2014 Traveling around the world: a smartphone game project focusing on the elderly SBC <u>Visualize</u>

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
- <u>Protect Your Teeth!</u> Android, iOS 2016 Tower Up Studios
- <u>Labuta Batuta</u> 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
- <u>Development Tools</u> 2015 2018 Tools to improve productivity

