Rômulo Santos Silva Game Developer - Belo Horizonte, Brazil

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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 and Designer - 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, Network Programming, AI, Virtual Reality, Web Development, Java, Python, JavaScript, PHP, Unreal, Xbox Developer Kit, Steam SDK, SVN, Perforce, 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