Victor Bezerra Santochi Richtmann

Address: 4-chōme-11-22 Yawata, Ichikawa, Chiba 272-0021
Cel: +81 090 9107 2684
Mail: vrichtmann@gmail.com
Web: https://vrichtmann.com
GitHub: https://github.com/vrichtmann

Profissional Qualifications

- Front-end developer with 6+ years of experience with projects in web and mobile environments.
- Versed in translate technical documentation into tangible interfaces in accordance with the most modern UX/UI approaches and frameworks;
- Fast-learner programmer experienced with Agile Methodologies and Git versioning tools (GitHub, GitLab, Bitbucket , GitFlow);
- Expert in Game development in mobile, Web games platform and multiplier game services (Playfab, Unity3D)
- Strong knowledge in web and mobile development both independently and as part of multidisciplinary teams;
- Solid expertise in principles, patterns and best practices of iOS and Android app development.
- Familiar with UX/UI prototyping tools (Figma, Adobe XD, Sketch, Adobe Photoshop, Adobe Illustrator);
- Hands-on experience with API integration with third-party systems;
- Accustomed with technical documentation and used to keep consistent coding procedures;

Softwere Skills

- Javascript(ReactJs, AngulaJs, EletronJs)
- Unity3D(C#, PlayFab, Spine, SimpleLocalizationGoogleSheets, UITween, TextMeshPro)
- HTML, CSS, Bootstrap, Tailwind, Jquery
- TypeScript
- PostMan
- Node.js
- Flixel, Panda, CreateJS, Starling2D(API Development tools)
- Trello, ClickUp, Monday, Discord, Slack, Jira
- GitHub, GitFlow

Education Background

Unity 3D - Game Designer
University PUC | (Aug.2012 – Feb. 2013)
São Paulo - Brazil

Bachelors in Game Designer- 2012
Anhembi Morumbi University | (Feb.2008 – May. 2012)
São Paulo – Brazil

Lenguage

Portuguese | (Native)
Japanese | Intermediate (N3)

Professional Experience

Front End Developer
Pixit.
São Paulo – Brazil.
10/2021 – 07/2023

- Software Development focused on products and solutions for client in educational markets;
- Manages libraries and dependencies updates for all environments;
- Focused on the interface improvement and layouts corrections for web and mobile instances;
- Main responsible for the bridge between Dev team and creative areas (UI/UX);

Back End Game Developer
Animuz.
São Paulo – Brazil.
Oct/2022 – Jan/2023

- Implemented multiplayer in Steam Games
- Implement multiplayer Ranking systems and add friends with the PlayFab tool
- Refactor old codes improving game functionality

Front End Developer
Micropower.
São Caetano – Brazil.
Set/2019 – Set/2021

– Software Development focused on products and solutions for client in educational markets;
– Main responsible for the bridge between Dev team and creative areas (UI/UX);
– Focus on E-Learn Games, Curation courses and new features;
– Developed Math 3 Games (like a candy crush)
– I developed new tools

Front End Developer

TOTVS.
São Paulo – Brazil.
May/2018– Aug/2019

– Developed leadings pages (Angular.js)
– Main responsible for the bridge between Dev team and creative areas (UI/UX);
– Focusing on VR education projects – E-learning
– Designed and implemented E-learning Games and Courses(HTML, CSS, Javascript, as3, as2, Scorm, jsfl)
– Developed new tools in order to improve internal process

Front End Developer

Gestum.
São Paulo – Brazil.
Oct/2014– Aug/2017

– Software development for interfaces and solutions for educational market;
– Responsible for the creation of user-facing solutions in alignment with the best practices and formats for education purposes; Main connection between back-end, database and design teams and responsible for maintaining consistency with the client requirements;
– Main applied technologies: JavaScript (VanillaJS), jQuery, CSS, Bootstrap, HTML5, WordPress, CSS3, Scorm, AICC e Xapi;

Saga Kenjinkai (Volunteer activity)

São Paulo – Brazil.
 (06/2016 – Present)

– I contribute to events related to Japanese culture and saga culture (Japan Festival, Undoukai, BunkaTaikai).
– I created an Instagram for the saga kenjinkai where I post curiosities and information both about the kenjinkai and also about the province (Saga.kenjinkai)