

## OBJECTIVE Game Design & Gameplay Programming

### OUTSTANDING ASSETS

- **Systemic Vision:** understands and leverages product lifecycle and its various stages throughout the company, ensuring seamless execution.
- **Focus on Results:** steers different areas of the company past technical and relational obstacles in order to conquer organizational targets.
- **Leadership:** able to communicate well to all levels of the organization, rekindling the connection among key players throughout the company in order to improve morale, product delivery and customer satisfaction.
- **Self-Development:** constantly investing in improving professional skills in self and others.

### PROFESSIONAL HISTORY

#### **Doubleleft**

*Game Design and Gameplay Programmer (Apr. 2013 to present).*

Doubleleft is a high-end digital design company based in São Paulo and Porto Alegre, in Brazil.

- Introduced company's Game Design process, implementing GDD (Game Design Document), improving game loop, user experience, customer satisfaction and subsequent sales.
- Programmed, designed and launched 5 games, conquering FWA Mobile App of the Day.
- Handled several different technologies, including Flash/ActionScript, Unity/C#, C++, JavaScript and Objective-C.

#### **LevelUp! Games / Insólita Studios**

*Gameplay Programmer (Nov. 2011 to Apr. 2013).*

A company specializing in building console, handheld and online games for various platforms, focusing on media convergence, social networks and in deepening the experience on mobile devices.

- Programmed "*Turma do Chico Bento*," winner of the 2012 Best Brazilian Game award.
- End to end game production, from research to user experience programming.
- Acted as technical leader, managing negotiations between technical, commercial and administrative areas to ensure on-time product delivery, as well as employee satisfaction.

#### **CUBOCC**

*Flash Programmer (Jun. 2009 to Nov. 2011).*

CUBOCC defines themselves as a mixture of an advertising agency with a production company.

- Programmed sites, advertisements and games using Flash.

#### **Fazz / Digitartes**

*CEO & Flash Programmer (Aug. 2008 to Apr. 2009).*

Owner of a digital agency startup.

## **Bai9**

*Flash Programmer (Jun. 2006 to Jul. 2008).*

Bai9 is a digital agency.

- Programmed sites using Flash, structuring their backend.
- Created company's CMS standard, which all clients purchased afterwards.

## **Setweb**

*Flash Programmer (Jun. 2005 to May 2007).*

Setweb is a digital agency where I programmed sites using Flash.

## **Faculdade Helio Rocha**

*Webmaster (Apr. 2004 to Jun. 2005).*

Helio Rocha is a college, where I implemented the intranet web interface.

### **ACADEMIC HISTORY**

- **Bachelor's Degree in Editorial Production;** Helio Rocha College (Class of 2004).

### **COMPLEMENTARY COURSES**

- **Unity 3D,** Studica (2013).
- **iOS Development,** Private Lessons (2013).
- **Adobe Flash,** iMedia (2006).

### **LANGUAGES**

- **Portuguese:** native speaker.
- **English:** advanced level.
- **Spanish:** intermediate level.

### **SKILLS**

Flash	C++	Objective-C
ActionScript	C#	iOS Development
Unity	JavaScript	Facebook API