

Introduction

I am a dedicated game programmer with a strong UX background, passionate about enhancing multimedia projects such as mixed reality, augmented reality, simulators, and serious games. I specialize in creating intuitive interfaces that enhance user engagement and satisfaction, thriving in collaborative environments where I mentor colleagues and contribute innovative ideas.

Skills

- **Game Development:** Unity, C#, Git, gameplay, visuals
- **Game Design:** ideation, tooling, data visualization for informed decision making
- **UI / UX:** games user research, interaction design, accessibility, localization, best practices
- **Computer Graphics:** Rendering optimization, ShaderLab, ShaderGraph
- **Spoken Languages:** Portuguese (native), English (fluent), French (basic)

Experience

- **Game Developer at AWS (2021 – present):** Developed WebGL game-based learning applications such as Cloud Quest and Escape Room. Redesigning Cloud Quest's UX, crafted puzzles and environments for Escape Room, and implemented a scalable localization system. Mentored team members in computer graphics and user experience, enhancing troubleshooting skills.
- **Instituto Atlântico (2020 – 2021):** Created an augmented reality application for a major electricity company's operations and worked on a Three.js-based 3D printing visualizer. Actively engaged in the Computer Graphics study club, delivering lectures and contributing to multiple research projects.
- **Advance Comunicação (2016 – 2018):** Designed, developed, published, and monitored post-release multiple puzzle games to assess the local gaming market's viability.
- **Crearetech (2015):** Enhanced XSS, a cost-effective mixed-reality shooting simulator designed to train the local police force.
- **GEM Lab (2014):** Assisted in the design, development, and execution of Beach Pong, a mixed-reality multiplayer game showcased at an art event. Contributed to subsequent research papers.

Research

- **User Experience & Augmented Reality (2021)**
 - *Assisted Maintenance of Automatic Reclosers with Object Detection through Mobile Devices*
 - *Augmented Reality for Training and Maintenance of Reclosers: A Case Study of a Wearable Application*
- **Games User Research & Data Visualization Applied for Game Design (2019)**
 - *Evaluating the Use of Affordable User Testing and Visualization Techniques in Level Design of a Hardcore 2D Platform Game*
- **Mixed Reality & Game Design (2016 / 2017)**
 - *Assessing the Experience of Immersion in Electronic Games*
 - *Doing While Thinking: Physical and Cognitive Engagement and Immersion in Mixed Reality Games*

Education

- **Computer Science @ UFC (2018 – 2021):** Master's degree acquired with a thesis about enhancing level design through games user research and data visualization.
- **Mobile App Development @ UNI7 (2018 – 2020):** specialization course on focusing on native and hybrid technologies.
- **Computer Science @ Dalhousie (2014):** Gained insights into academic research at the GEM Lab.
- **Systems and Digital Media @ UFC (2012 – 2017):** Bachelor's degree acquired with an award-winning project.
- **Unity Certified Professional Programmer (2022):** Unity engine expertise beyond portfolio projects.
- **AWS Certified Cloud Practitioner (2022):** Attained foundational certification to deepen understanding of game infrastructure at AWS, improving communication with backend teams and enhancing customer issue resolution.