

Arthur Bastos

EXPERIENCE

2021 - present

Amazon Web Services

GAME DEVELOPER: working on game-based learning projects, such as Cloud Quest. I led a major UI/UX revamp and developed new gameplay features.

2020 - 2021

Instituto Atlântico

SOFTWARE DEVELOPER: developed 3D applications to assist our clients. I also lectured about Computer Graphics and published four papers.

2016 - 2018

Advance Comunicação

GAME DEVELOPER: designed, developed and published mobile puzzle games. monitored post-release through Unity Analytics.

2015

Crearetech

SOFTWARE DEVELOPER: developed a mixed reality shooting simulator to cheapen training costs for the local police department.

2014

GEM LAB

GAME DEVELOPER: led development of a mixed reality game that combines beach volleyball and Pong. Assisted with research about physical and cognitive effort in games. Presented the game in an art event in Halifax, Canada.

EDUCATION

2018 – 2021

Universidade Federal do Ceará

COMPUTER SCIENCE: achieved my Master's degree with a thesis on how Games User Research and data visualization improve level design.

2014 – 2014

Dalhousie University

COMPUTER SCIENCE: studied abroad and worked on the university's Graphics and Experimental Media Lab.

2012 – 2017

Universidade Federal do Ceará

SYSTEMS AND DIGITAL MEDIA: focused my studies on game design. Achieved my Bachelor's degree with an award winning mixed reality project.

SKILLS

GAME DESIGN
GAME DEVELOPMENT
GAMES USER RESEARCH
DATA VISUALIZATION
COMPUTER GRAPHICS

CERTIFICATIONS

December 2022

January 2022

UNITY CERTIFIED PROFESSIONAL: PROGRAMMER
AWS CERTIFIED CLOUD PRACTITIONER

LANGUAGES

Portuguese

Native speaker

English

Fluent, able to write scientific papers

French

Moderate reading, basic writing, limited conversation