

Marcos Santos

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SUMMARY

A self-starter with an entrepreneurial attitude combined with strong ethic personality, analytical skill, dedication to work, wish for learning and high level of interest in game development, virtual reality, and image processing.

RELEVANT EXPERIENCE

- 2016 - present **Unity Programmer**, Kinetic Reality, Sunnyvale, US – Kelowna, CA - branch
- iOS Application
 - 3D Math for analysis
 - TCP and UDP connection for gathering data
 - Git for source code management
- 2013 - 2014 **Interactive Developer**, LabDQuim, Rio de Janeiro, Brazil
- Mobile Application for understanding valence layer and its effects on the molecule structure
- Molecule Manipulator***
- ✓ Created a loading system of 3D models in the WPF
 - ✓ Kinect gestures recognition
 - ✓ Voice recognition for the accessibility of the game
- 2012 - 2014 **Game Developer**, Deep Knight Games, Rio de Janeiro, Brazil
- Obtained experience in software development using Windows Forms and Unity 3D to create tools to help Game Designers
 - Code management using SVN
- Space – side scrolling game***
- ✓ Developed the game mechanics: movement, collision, score,...
 - ✓ Created a countdown system and a collection system
 - ✓ Implemented per pixel collision detection for collect coins
- Escalade – tetris based game***
- ✓ Analyzed and implemented the basic structure of the game
 - ✓ Checking for combos
 - ✓ Implemented the effects and power ups for combos
 - ✓ Developed the multiplayer system – up to 4 players
- 2011 - 2012 **Game Producer & Developer**, ONG Nova, Rio de Janeiro, Brazil
- Experience in negotiating contracts and dealing with clients
 - Designed, developed and implemented education games using XNA
 - Project Management using SCRUM methodology
 - Oversaw creative and technical development

CORE COMPETENCIES

- C#
- Object Oriented
- C++
- Tools Programming
- Unity Engine
- SQL queries
- Math Skills
- VR and AR
- IK understanding
- Asset bundles
- Unity Editor
- Kinect development
- HTML
- .Net Programming
- Visual Studio
- Microsoft SQL Server
- SQLite
- Microsoft Office
- 3D Modelling, Rigging and Skinning
- Unreal
- Mobile apps
- Git Python
- Java
- Social media integration
- Multiplayer offline game
- Kalman filtering (LQE)
- Computer Repair

EDUCATION

- 2012 – 2017 UFRJ – Federal University of Rio de Janeiro
Mathematics with Science Computer Emphasis –Bachelor
- 2006 – 2009 CEFET - Federal Centre of Technological Education
High School and IT Diploma - Technician

ADDITIONAL EXPERIENCE AND AWARDS

- 2012 Designed and developed "*Galaxy Runner*" finalist on Square Enix Latin America Game Contest
- 2013 Educational project presented in National Technology Week
- 2014 - 2017 Working as freelancer in different companies

EXTRA CURRICULAR ACTIVITIES

- chess; piano; song composition; swimming; soccer; jogging; learn new languages;
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