

Vinícius R. dos Santos

Game Developer / Computer Scientist



address

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about

Lattes
E-mail
GitHub
LinkedIn
Facebook
Show Reel

languages

Bilingual
Portuguese/English
Spanish notions

programming

C/C++
C#/.NET
Java, Python
CUDA, JavaScript

tools

LaTeX
Xamarin
Workbench
Git, Perforce
Visual Studio
Amazon Web Services

Unity3D
Unreal Engine 4
Adventure Game Studio

interests

Digital Signal Processing, Image Compression, Wavelet Transforms, Coding Optimization Techniques Aiming Performance and Calculus' Exactitude, Algorithm Complexity Analysis.

Optimization Techniques for Realtime Game Rendering, Shader Programming, Procedural Generated 3D Meshes, Massive Parallel Computing on GPUs, Social Media Integration.

Storytelling, Story Branching, Character Motivation, Episodic Game Development, 3D Mesh Modeling, Realistic Facial Expressions Applied to 3D Characters, Level Design Techniques.

education

2011–2016 **Bachelor's Degree** Federal University of Pelotas, RS, Brazil
Majoring in Computer Science

experience

since 2017 **ZOAN, Helsinki** Lead Developer
Leading Finnish Virtual Reality Studio

2014 - 2016 **Mind Fitness Lab, Los Angeles** Technical Director
Virtual Reality Applied to Therapeutic Therapy

6-10 / 2017 **Gamecan, Pärnu** Senior Programmer
Overstep, a Multiplayer Sci-fi Shooter

since 2015 **Watchmaker, United Kingdom** Optimization & Network Programmer
Faceless, a Co-op Multiplayer Thriller Game

2013 - 2016 **LUPS/UFPEL, Pelotas** Research Internship
Algebraic Simplifications Increasing Exatitute of Wavelet Transforms

2014 **Indieos Game Studio, Caxias** Programmer
ApocalypZ, a Single & Co-op Multiplayer Zombie Game

skills

Planning and Organisation

Effective organisation skills with ability to multi-task and prioritise workload by analysing key features and their respective time of development. Accustomed to work with deadlines, submitting academic articles in University and developing/maintaining products like *Mind Fitness* (Android, iOS) and *Faceless* (PC).

Interpersonal Skills

Competent networker, able to talk to people on different levels and quickly establish rapport, developed as a skill through involvement on the development of *Mind Fitness* and *Faceless*.

Communication and Team Work

Adept speaker, accustomed to delivering presentations in front of audiences as part of regular assessment during my degree. Experienced on working with multinational team colleagues (american, british, spanish, australian) in a daily basis.