

Professional Profile

A Brazilian Computer Scientist with passion about the Video-Game and Entertainment Area. Since I was young I had the curiosity about how does computers and games works among then. All my degrees are focused on the Computer Graphics area and I had been exposed to many different industries, programming languages and technology. I am an experienced programmer who seeks a position as Game Developer in the industry.

Relevant Experience - Games and Entertainment

May 2012 – Oct 2012 *Game Developer* – Nano Studio - Rio de Janeiro, Brazil
<http://www.nanogames.com.br>

Summary: Develop games for mobile and web platforms. The role includes most of the game developing areas like AI, UI, gameplay and others. The project I worked is called Favela Wars. It is a turn based strategy game based on Rio de Janeiro in a near future. The developing was mostly in Unity3D using C#, but other technologies were applied like Objective C and Java. The game was released in the same year. More information at www.favelawars.com.

Mar 2011 – Oct 2011 *C#/Unity3D Developer* – Brazilian Navy - Niterói, Brazil
<http://www.mar.mil.br>

Summary: Create serious games to help improving sailors' skills. The project was made entirely in Unity using C#. This simulator is now used by the Marines to train new Sailors in Rio de Janeiro. My duties included (but not limited to) UI inside the simulator, AI of other boats in the scene and Gameplay features.

Main Technical Skills

Programming Languages C/C++, C#, Cuda, Python, Shell Script

Tools Unity3D, XCode, Visual Studio, Git, SVN, Jenkins, Postgres

Methodologies Scrum(Team and Master), Kanban(Certified)

Links

- Personal Website/Portifolio: <http://kaze.io>
- LinkedIn: <http://www.linkedin.com/in/luizgosantos/en>

Relevant Experience – Other Industries

Apr 2013 – Sep 2015 *Researcher – EMC – BRDC Center - Rio de Janeiro, Brazil*
<http://www.emc.com/brazilresearch>

Summary: As a researcher, design new technologies through experimentation, data interpretation and discoveries are part of the main duties. During this time, I had been exposed to a variety of unsolved problems from the industry, languages such C/C++ and python, and Agile Methodologies like Scrum, performing the Scrum Master Role. Also, I have two patents pending at the USPTO.

Dec 2012 – Apr 2013 *Researcher Intern – Schlumberger – BGDC Center - Rio de Janeiro, Brazil*
<http://www.slb.com>

Summary: Create solutions to the SLB's Petrel Software for Seismic Interpretation. As a researcher, an optimized Petrel's signal filter algorithms used to manipulate the data of seismic cubes was developed.

Oct 2010 – Mar 2011 *Software Engineer – ADDLabs - Niterói, Brazil*
<http://www.addlabs.uff.br>

Summary: Plan and Implement applications to the Oil Industry Using Artificial Intelligence Techniques and Numerical Methods. All systems were implemented in C/C++, Oracle and Microsoft Foundation Class Library(MFC).

Education

M.Sc., Computer Science/Visual Computing - Universidade Federal Fluminense, Niterói, Brazil - 2013
B.Sc., Computer Science - Universidade Federal Fluminense, Niterói, Brazil – 2010

Publications/Presentations

- A Parallel Fipa Architecture Based on GPU for Games and Real Time Simulations ICEC 2012
Bremen, Germany
- Mapping a Path-Finding Multiagent System based on Fipa Specification to GPU Architectures SBGames 2011
Salvador, Brazil
- Mapping Multiagent Systems based on Fipa Specification to GPU Architectures Videojogos 2010
Lisboa, Portugal