Matheus **Fernandes**
Game Developer

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Experienced Programmer with over 10 years experience in Software and Game Industry. Developed and published five simulators and over ten games and apps, reaching thousands of users. Takes proud in the quality code that writes, to solve problems and deliver high quality products to both, internal and external clients.

Versatile, is very experienced with Unity3D and C#, but also knows its way around C++, javascript, typescript and java. Knows very well git and versioning systems, and loves to colaborate.

Experience

Game Programmer
Jogo Global (Nov 2020 - present)

Jogo Global is a game developer company specialized in digital gambling games. Here I have been working on games using an in-house framework based on Phaser2D and typescript.

Project Lead Developer
Realdrive (Jul 2017 - Nov 2020)

Realdrive is a company specialized in **traffic education** through technology, specifically web platforms and **simulators**.

Starting as game developer, I had the opportunity at Realdrive to **work and grow** to be the **Project Lead Developer** at their CarSimulator product. As Lead, I had to make technical decisions, organize and manage day-to-day team tasks, motivate team to achieve project goals, integrate and facilitate team communications and keep up with the project schedule.

Project Lead Developer
Fev 2019 - Nov 2020

- Lead Game Client Programmers team
- Lead Game Backend team
- Manage project risks
- Report closely to the board of directors
- Generate tasks from company's directions
- Organize sprints
- Prioritize and Distribute sprint's tasks
- Keep up with the schedule
- Motivate team
- Conducting Recruitment Interviews
- Simulator redesign with gamefication focus
- Several Minigames to support gamefication ideas
- Implement rain shader

Tech Lead
Fev 2018 - Jan 2019

- Lead Game Client Programmers team
- Defend team ideas to directors board
- Lead daily meetings
- Prioritize and Distribute weekly tasks
- Keep up with the schedule
- Motivate team
- Conducting Recruitment Interviews
- Cooperate with Level design and Art team to ensure production pipeline
- Make decisions over technical directions
- Implement visual scripting tool
- Implement Subtitle Audio syncronization tool
- Pedestrian AI adjustment and improvement
- Car AI adjustment and improvement
- Redesign weather system
- Programming and extending Simulator's game and tools

Senior Game Developer
Jul 2017 - Jan 2018

- Improvements simulator's performance and distribution pipeline
- Maintain and Implement new features to Realdrive's car simulator for driving school
- Code
- Keep Documentation
- Fix bugs and cooperate with support team
- Ensure local law guidelines
- Implement New Three Camera system - Adjusting Camera Matrix to fix the perspective

Software Engineer
DOT Digital Group (2015 - 2017)

DOT is a company focused in digital educational solutions. At Dot Digital Group I was part of R&D (Research and development) department, were we had the opportunity to explore new technologies (VR/AR for example) and develop corporative and training games and simulators:

- Cooperate with art team to ensure production pipeline
- Develop Games and Simulators and experiences
- PIXEON virtual reality (VR) experience
- Button Football Game
- ABF - franchises training
- Multi International Oil Company Leader Training
- Cardiopulmonary resuscitation simulator
- Corporative Quiz Game
- Interactive Eletric Panel Training Simulator Prototype
- Develop and maintain Internal Frameworks

Mobile Engineer
nKey(2011 - 2012)

nKey was a company focused on digital mobile solutions for apple's platform. At nKey I was responsible for implementing and architecturing apps for mobile iOS platform. There I learned how to use objective-c and how to deploy app to iOS. I had the opportunity to be the main developer of their first iOS game: Candy Run. It featured:

- Procedural generated scenario
- Two different enemies
- Progressive difficulty
- Coins to use in the shop (in app purchase)
- Three different power ups (that can be improved through the shopping)
- Social media connection (facebook and tweeter)
- Developed with native objective-c, cocos2D and box2D

Lead Software Developer
Simulógica (2010 - 2011 and 2013 - 2015)

Simulogica was a technology-based company specialized in the development of complex and high-performance systems, involving interactive computer simulations using 3D Computer Graphics, ImageProcessing and Virtual Reality technology.

I started at 2010, being responsible to do maintance and add features to it's products - They were written in C++ using OGRE. In my initial time there, I have finished the projects and added important features like a new calibration system.

In 2013 I was invited to **go back to Simulogica** and help them to improve their products and **create new features and tools**. In this occasion I worked in several different fronts, got my self very familiarized with all projects and got opportunity to lead several of these fronts.

Education

UFSC (Universidade Federal de Santa Catarina)
Bacharelado em Ciências da Computação, Modeling, Virtual Environment and Simulation

In my undergraduate thesis i wrote about Integrating a precision magnetic tracker into a WeldingSimulator using VR and Unity3D.
The paper can be found here: *https://repositorio.ufsc.br/xmlui/handle/123456789/171292*

Skills

- *Tools: Unity3D, Photoshop, Git*
- *Languages: C#, C++, Javascript, Typescript, Java, Objective-C*
- *Basic knowledge: Shader and networking*
- *Game Development*

Matheus Fernandes
Game Developer
Portfolio
For more, please visit: matheusfernandes.tech/portfolio

Paper and Arrow

Button Football

Franchises Training

Candy Run

Car Simulator

Floripa by music

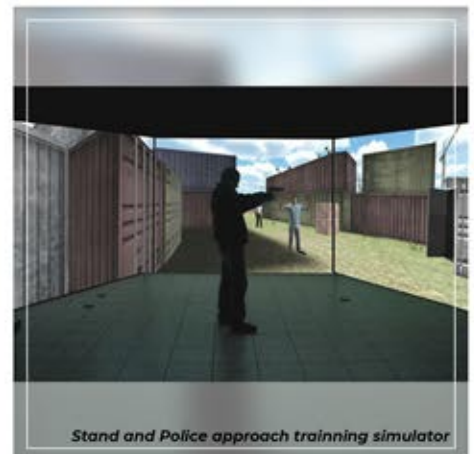*Welding Simulator*

Virtual Reality

Custom Rain Shader

Custom Visual Script Editor Tool

Stand and Police approach trainning simulator

Stand and Police approach trainning simulator