



Rômulo Santos Silva

Game Programmer

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SUMMARY

Gameplay Programmer with a Master's degree in Computer Science. Proficient in C# and C++. Skilled in Unity 3D and Unreal Engine with over 10 years of experience. Guided developer teams on multiple projects. Created 10+ games for various platforms and developed tools for faster development. Expertise in AI, math, and computer graphics for game development.

EXPERIENCE

Senior Gameplay Programmer, Arvore Immersive Experiences, São Paulo, Brazil

2019 – Present

Delivered 3 virtual reality projects for Rift, Quest, Vive, and PSVR devices

Designed clean architecture and documentation, improving onboarding and software maintenance

Applied performance optimization techniques in 2 products to ensure performance and fluidity

Boosted team productivity by implementing git version control, git flow workflow, and code reviews

Streamlined the development process by collaborating with designers to create new tools and interfaces

Collaborated with directors and producers to define project direction and prioritize tasks

Led and managed developer teams on 2 projects, contributing to the growth of 5 developers

Reduced overtime by 100% by implementing strategies and fostering personal accountability

Gameplay Programmer, Magitech Games, Belo Horizonte, Brazil

2017 – 2019

Delivered 3 PC games by coding and integrating gameplay systems

Optimized production processes by developing tools and libraries

Utilized prototyping techniques to speed up the process of validating ideas for 3 games

Game Programmer, Tower Up Studios, Belo Horizonte, Brazil

2014 – 2017

Ensured quality of 3 games by developing controls, cameras, sounds, interfaces, animations, and character behaviors

Ported 2 games for mobile and console platforms

Improved game graphics with over 20 shaders

Developed level design tools to enhance production efficiency and meet deadlines

SKILLS

Proficient in C# for over 10 years and C++ for 5 years

Expertise in Unity 3D, Unreal Engine, and SDK implementation

Git version control and Git Flow expertise

Strong background in AI, math, and computer graphics for game development

Developed 10+ games for mobile, PC, and console platforms

Created over 10 systems and tools to enhance the development process

Experience in integrating controls, cameras, interfaces, interactions, and animations over 10 games

Game Programmer and Research Student, PUC Minas, Belo Horizonte, Brazil

2013 - 2015

Programmed and tested 2 fully functioning games for mobile platforms using Unity Engine

Addressed usability flaws in user interface design and gameplay through playtest sessions

Assistant Teacher of Programming Languages, PUC Minas, Belo Horizonte, Brazil

2013

Improved the performance of students by assisting students in solving programming exercises

IT Internship, Hospital Mater Dei, Belo Horizonte, Brazil

2011

Resolved critical problems in software applications to enhance workflow for over 1000 users

EDUCATION

Master's degree in Computer Science – PUC Minas – Belo Horizonte – Brazil.

Undergraduate Course in Games – PUC Minas – Belo Horizonte – Brazil.

Technician Professionalizing Course in IT – Polimig – Belo Horizonte – Brazil.

AWARDS

Dice Awards 2022 Finalist in Immersive Reality Technical Achievement with the title Yuki.

2020 Emmy Award For Innovation In Interactive Programming with the title The Line.

Best VR Experience in Venice International Film Festival 2019 with the title The Line.

8 scientific articles publications in the area of computing science and game design.

Merit Honor award for excellent academic achievement.