

TARCÍSIO COSTA

INFO Kelowna-BC, Canada
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SUMMARY Game Programmer with more than 5 years of professional experience and several titles shipped. Expertise in a wide range of game development areas, self-driven, passionate about learning, writing high-quality code, keeping deadlines, and delivering great content to the users.

SKILLS & ABILITIES **Programming Languages:** C#, C++

Game Engine: Unity 3D (Gameplay, UI, Audio, VR, Physics, Asset Bundles, Particle Systems, Procedurally Generated Content, VRDK, Playmaker)

Concepts: Object-Oriented Programming, Agile, Scrum, Design Patterns

Tools: Visual Studio, Git, Jira, Plastic SCM, Audacity

Platforms: Android, iOS, Steam, PC, MacOS, Linux, WebGL, Oculus Quest/Rift, Gamebuino

EXPERIENCE **Unity Programmer | Sad Panda Studios | Jun 2020 - Current | Kelowna-BC, Canada**

Worked on new features, bug fixes, ported titles to new platforms (with platform-specific features), wrote in-device debug and editor tools to make both development and testing easier. Implemented accessibility features and helped improve overall user experience. Titles:

- **Crush Crush** - Android, iOS, WebGL
- **Blush Blush** - Android, Steam, WebGL

Game Engineer | Eludica | Aug 2019 - Feb 2020 | São Paulo-SP, Brazil

Developed gameplay systems, VR interactions, audio, editor tools, accessibility, and made building blocks for the content to be easily created.

- **Unbinary** - Oculus Quest/Rift, HTC VIVE. VR hand-drawn puzzle adventure game, and an Indie Megabooth 2020 finalist (Pax East).

Game Programmer | 2Mundos | May 2016 - Jan 2018; Apr 2018 - May 2019 | São Paulo-SP, Brazil

Developed new features, fixed bugs, and wrote editor tools to ease development. Titles include:

- **Cartoon Network Superstar Soccer Goal!!!** - Bug fixes and updated content
- **Mind Racer** - Gameplay programming, UI
- **ABCmouse Zoo** - Gameplay, UI, Audio, Editor Tools

- **ABCmouse.com - Early Learning Academy** - Bug fixing, UI, Gameplay

Game Programmer | Chi Novat | Jan 2016 - Mar 2016 | Aracaju-SE, Brazil

- **Street Citizen** - developed and shipped it. A serious game for iOS and Android funded by the Brazilian government, with the goal of improving driver's traffic habits.

Game Developer | Personal Projects | 2013 - Current

Developed side projects on spare time to develop new skills.

- **Dimensions** - 2D Platformer - Ludum Dare 48 (Apr 2021)
- **Way Back Home** - Space Exploration - Global Game Jam (Jan 2021)
- **O Jardim** - 3D Sandbox game - Ludum Dare 46 (May 2020)
- **Repair the Kraken** - Platformer - Global Game Jam (Jan 2020)
- **Spirit Dungeon** - A Dungeon Crawler (2018)
- **Serigy's Curse** - Made for an art exhibit. An on-rails experience (2018)
- **Final Room** - A narrative game about growing old (2016)
- **Ping** - An artistic and atmospheric 3D adventure game (2016)

EDUCATION **Games and Playable Media MS | University of California, Santa Cruz**
| 2014 - 2015 | Santa Clara-CA, USA

Computer Science BS | Universidade Federal de Sergipe | 2008 - 2013
| São Cristóvão-SE, Brazil

AWARDS **Ping** - 2016

Finalist for Dare to be Digital 2016 in Scotland, where two weeks were spent working on a demo to be showcased at Dare ProtoPlay for four days.

LANGUAGES

- **English** - Fluent (IELTS - Jul 2018, TOEFL IBT, CAE)
- **Portuguese** - Native
- **Spanish** - Intermediate
- **Japanese** - Intermediate