|  |  |
| --- | --- |
| **INFO** | Tarcísio Costa  **Kelowna-BC, Canada**  **tarcisiotm@gmail.com**| **tarcisiocosta.com** |
| **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, VRTK, 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 |