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|  **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, CanadaWorked 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, BrazilDeveloped 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, BrazilDeveloped 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 - CurrentDeveloped 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)
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| **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** - 2016Finalist 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
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