

Vitor Xavier

Game Programmer

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SUMMARY

- 2 years of experience developing games, building a game programming portfolio using technologies such as Unreal (C++), Unity (C#), and OpenGL (C++);
- 5 years of professional programming experience in small and large teams using technologies such as HTML, CSS, JavaScript, Angular 8, Python, Django, MySQL and Git;
- Proven ability to develop both single-player and multiplayer experiences;
- Solid understanding of graphics programming.

SKILLS

- **Gameplay Programming:** First-person shooter mechanics, physics-based mechanics, board games, turn-based games;
- **Multiplayer Programming:** Networked real-time gameplay mechanics, replication, RPCs, server-authoritative model;
- **Graphics Programming:** Phong shading, 3D graphics pipeline, GLSL programming;
- **Tools and Languages:** Unreal Engine, C++, Unity, C#, Git, TortoiseSVN, Godot, GDScript, Löve2D, Lua;
- **Problem Solving:** Strong problem-solving skills communicating with the team to arrive at an efficient and robust solution;
- **Communication:** Quick and effective communication, leading to faster problem resolution;
- **Teamwork:** Experience working in teams of different backgrounds and skill sets.

GAME PROJECTS

“Kosmic Hunters” / Programmer, Level Designer / Out 2023 - Apr 2024 (6 months)

A multiplayer first-person shooter.

Tools/Languages: Unreal Engine, C++, Blueprint.

- Implemented replicated hitscan and projectile weapons;
- Implemented replicated multipurpose elevators;
- Implemented an aim offset system and turn in place animations;
- Designed and modeled an optimized first-person shooter level.

OpenGL Renderer / Programmer / Aug 2023 - Sep 2023 (1 month)

An OpenGL graphics renderer.

Tools/Languages: OpenGL, C++.

- Implemented phong shading with dynamic directional lights, point lights, spotlights and ambient lighting using GLSL;
- Implemented abstractions for reading, compiling and running shaders;
- Implemented abstractions for importing and rendering textured models.

“Piratas” / Programmer / Jul 2023 - Sep 2023 (2 months)

A single player top-down arcade shooter with tank controls.

Tools/Languages: Unity, C#.

- Implemented a generic enemy interface for overriding behaviors at states defined by a custom state machine;
- Designed and implemented an event based architecture. UI code makes heavy use of events;
- Implemented a “water distortion” shader and many particle effects, using repurposed asset pack sprites and layering;
- Implemented sound randomization and layering on background and effects.

EXPERIENCE

Itaú Unibanco / Software Engineer / Nov 2020 - Jun 2022 (1 year 8 months)

Negotiated the scope and delivery of new projects; developed, tested and implemented new features and fixes using JavaScript, Angular 8, angular.js, C#, WPF with Git versioning for an internal software used by managers that provide bank services to clients.

Itaú Unibanco / Full-stack Engineer / Jan 2020 - Nov 2020 (11 months)

Full-stack developer of internal network monitoring web platform using technologies as Splunk, MySQL, Python, with Django as the main framework and focused on the front-end with HTML, CSS, JavaScript, jQuery and Bootstrap with Git/GitLab versioning to develop new features, ensure usability and performance.

IBM / Cobol Junior Developer / Apr 2019 - Jan 2020 (10 months)

Helped migrate all underlying COBOL systems of a client to Java using a COBOL to Java conversion tool to make the first "draft" of the migration code and making the necessary logic, compatibility and documentation alterations to the source files.

EDUCATION

Universidade Estadual de Campinas / Bachelor's Degree

System Analysis and Development

2016 - 2020

COTIL - Colégio Técnico de Limeira / Technical Course

Information Technology

2013 - 2015

CERTIFICATIONS

- CS50's Introduction to Game Development - Harvard University
12 game programming lectures and projects using Löve2D/Lua, Unity/C#, from Pong to Portal, including a final first-person puzzle game, called Biomagnetic, made from concept to launch in Unity.

LANGUAGES

- Portuguese (Fluent)
- English (B2 - TOEFL ITP Certified)