

Hugo Fonseca

Programmer

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Related Experience

[Unity Programmer] November 2022 - April 2023

VFS School Project - [Dad to the Bone]. Vancouver, BC

- 3D Isometric Vampire Survivor style game
- Event driven code using Scriptable Objects
- Data definitions using Scriptable Objects
- Object Pooling for performance
- SOLID principles mindset applied to base code
- Spawn and Map Node Systems
- Implementation of player and enemy abilities like Movement, projectiles, timed events
- Game Dev tools for Game Designers and use Odin Attributes
- DOTS Proof of concept during prototyping phase

[Unity Programmer] August 2022 - October 2022

VFS School Project - [Into the Forest]. Vancouver, BC

- 3D Exploration with Fixed Cameras
- CineMachine and Camera manager for Several Virtual Cameras
- Terrain Tool and dynamic switch of terrains based game events
- Enemy AI - Movement, Raycasting, Targeting, Collision
- VFX with Particle System, Shaders and Shader Graph
- Post processor Shader feature
- Materials with Normal and Emission maps
- Animation import from Mixamo
- Audio using FMOD studio, setup/use Events and Channels

[Java Full Stack Software Engineer] 2003 - 2021

18+ year experience as Java Backend - Brazil and Germany

- developed systems for Billing, Memberships, Payment Platforms, IOT, ERPs, CRM's at Education, Telecommunications and Logistics companies, Financial Institutions, E-commerce Platforms and public transport solutions
- Integrations with 3rd party softwares like Payment providers, SAP, and many other backends with REST and Web Services
- System/Code migration from different languages and frameworks. Eg. VBA to Java
- Asynchronous integration using Kafka storing information on a Indexed repository like ElasticSearch stack
- OAUTH Single Sign On integrations
- Some experience with Devops tools like Jenkins for continuous integration pipelines, Amazon services, Docker
- Lead Squad team for around 2 years.
- Experience with Agile Methodologies in most companies, Scrum, Kanban, story points estimation, poker planning

Languages

English - written & spoken
Portuguese - written & spoken

Skills

Unity - Game play, Systems, UI
C#
C++
Java/RestFull Services
PL/SQL
Agile Methodologies
Game Design
Json
Design Patterns

Tools

Unity Engine
Unreal Engine
Git/Git Bash
Amazon EC2/RDS/S3
Elastic Search
Relational DB -Mysql,SqlServer
Jira/Confluence
Photoshop
Excel/Google Sheets
Jenkins CI/CD

Passions

Games / RPG
Magic The Gathering
High Fantasy/SCI FI Movies
Star Wars
Formula1
American Football
Game Jam

Education

Vancouver Film School

April 2022 - April 2023

- More details on LinkedIn

[Unreal Engine Programmer] September 2022 - December 2022

VFS School Project - [Quest for Valor]. Vancouver, BC

- Blueprint Visual Scripting using Box Collider triggers, Events, Functions, Macros
- Sublevels loading with checkpoints management
- Terrain Tool - sculpting and placement
- Post processing volumes
- Particle Systems effects
- Post processor Shader
- 3D Audio setup and cues
- Level Design platformer, puzzle and combat

[C++ Programming] September 2021 - December 2021

6 months Computer Games programming course at Fanshawe - London, ON

- Several C++ small projects implementing custom game engine:
 - Physics and collision
 - Rendering Mesh from OBJ files
 - Lightning and Shader HLSL
 - Audio using FMOD library

Game Design

Still on course

C#, Unity Engine, Unreal Engine, Game Design, Maya, Documentation
Vancouver, BC

Fanshawe College

Sep 2021 - Dec 2021

Computer Games and Programming

Incomplete Course

C++ Custom Game Engine implementations

London, ON

Faculdade Pitágoras

Sep 2001 - Dec 2004

Technologist Degree Information Technology

Programming logic, structures of programming, Object orientation, Operational research, PL SQL, Databases, operational systems, programming languages like pascal, java, VB

Brazil