

Thiago Alves Braga

Game Programmer

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SKILLS

- Proficient in C++, 3D geometry, linear algebra, and physics.
- Proficient in SQL, relational and dimensional database models.
- Experienced in C, Visual Studio, Unity3D, TFS, Git, and Java.
- Familiar with Unreal Engine 4, C#, OpenGL, Direct3D, Photoshop and Maya.

PERSONAL PROJECTS

- **SandBox** – a 3D Game Engine implemented in C++.
 - Implemented a game object system using component based architecture.
 - Implemented various rendering techniques in Direct3D 11 such as shadow mapping, toon shading, bill-boarding, and ambient occlusion.
 - Created a generic AI library with algorithms for shortest path finding via A* and Dijkstra, and Craig Reynold's autonomous steering behaviours.
 - Used template meta programming to create a runtime type information system.
 - Used ImGUI library to provide a debugging GUI for the engine.
- **Party Crashers** – a dungeon crawler implemented in Unity.
 - Coordinated the work and reviewed the C# code of other 4 programmers.
 - Implemented the gameplay code for 2 minigames.

PROFESSIONAL EXPERIENCE

- **10/2016 – Present – The Art Institute of Vancouver**
 - Working as a teacher assistant, tutor, and mentor, helping students with C/C++, C#, Unity, math, and physics.
- **09/2012 – 06/2014 – Repsol Sinopec Brasil**
 - Management and implementation of IT related projects that supported the oil exploration and production processes.
- **11/2010 – 09/2012 – TOTVS Consulting**
 - Management and implementation of IT related projects that supported the oil exploration and production processes while working as a consultant for Repsol Sinopec Brasil.
- **12/2003 – 11/2010 – Accenture do Brasil**
 - From an intern position to a consultant one, I worked in numerous projects for the Oil & Gas industry, mainly using SAP technology. During that period, I became experienced in SAP's data warehousing solution (SAP BI), dedicating more than 5 years on the design, implementation, and support for client specific solutions using this technology.

EDUCATION

- Bachelor of Science in Visual and Game Programming – The Art Institute of Vancouver.
 - January 2015 – September 2017.
- Bachelor of Computer Science – Federal University of Rio de Janeiro (UFRJ)
 - August 1999 – July 2005.

ADDITIONAL SKILLS

- Experienced in system deployments and project implementation methodologies.
- Experienced in Data Warehouse – SAP BI.
- Strong communications skills.

HOBBIES

- New technologies, video games (any genre), board games (any genre), hiking, playing and watching soccer, and travelling with my family.

References upon request.