

Hugo Fonseca

Game Programmer



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Objective: Take advantage of my experience and ability to communicate and understand any demand for software, grow as a Game Developer and conquer my space in the Industry, becoming a valuable contributor to the place I work.

Related Experience

[Unity Programmer] November 2022 - April 2023 - Vancouver, BC

VFS School Project - [Dad to the Bone] 3D Isometric Vampire Survivor style game.

- Extensive use of **Scriptable objects** for Data and Events
- **SOLID** principles mindset and **Design Patterns** applied to base code
- Gameplay, Enemy AI, Spawn and Map Node Systems
- Game **Dev tools** for Game Designers with use of Odin Attributes and new UI Toolkit
- **DOTS** Proof of concept during prototyping phase
- Dialog System with Localization and Integration with **Google Sheets**
- Level statistics system that saves and load data from **JSON** files

[Unity Programmer] August 2022 - October 2022 - Vancouver, BC

VFS School Project - [Into the Forest] - 3D Exploration with Fixed Cameras.

- CineMachine and Camera manager for multiple Virtual Cameras
- Enemy AI - **3D Physics**, Movement, Raycasting, Targeting, Collision
- Audio using **FMOD** studio, setup/use Events and Channels

[Unreal Engine Programmer] September 2022 - December 2022 - Vancouver, BC

VFS School Project - [Quest for Valor]. Platformer

- Blueprint **Visual Scripting** using Box Collider triggers, Events, Functions, Macros
- Sublevels loading with checkpoints management
- Post processing volumes and Shaders
- Level Design platformer, puzzle and combat

[C++ Programming] September 2021 - December 2021 - London, ON

6 months Computer Games programming course at Fanshawe

- Multiple **C++** small projects implementing custom game engine:
 - Physics and collision
 - Rendering Meshes from OBJ files with **OpenGL**
 - Lightning and Shader **HLSL**

[Java Full Stack Software Engineer] 2003 - 2021 - Brazil and Germany

18+ year experience as Java Backend - Developed systems for several niches

- Integrations with 3rd party softwares like Payment providers, SAP, Single Sign On solution and many other backends with **REST Api** and **Web Services**
- Some experience with Devops tools like **CI/CD** Jenkins for continuous integration pipelines, **Amazon** services, Docker
- **Lead Squad** team for around 2 years.

Skills: ♦ **Unity** ♦ **Unreal** ♦ **C#** ♦ **C++** ♦ **Java** ♦ **Visual Scripting** ♦ **ECS** ♦ **Java** ♦ **Rest API** ♦ **Data Integration and serialization** ♦ **CI/CD** ♦ **Game Design** ♦ **Dev Tools** ♦ **Design Patterns** ♦ **UI** ♦ **Frontend / Backend** ♦ **Shaders** ♦ **Visual Effects** ♦ **DOTS** ♦ **Localization** ♦ **Agile Methodology** ♦ **Jira** ♦ **Spring boot** ♦ **Web Services** ♦ **Json** ♦ **Mysql** ♦ **JPA** ♦ **Test Driven** ♦ **Event Driven** ♦ **Multithreading** ♦ **GIT** ♦ **Python**