

ANDERSON ARAÚJO DE LIMA

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ABOUT

Game developer and design. 3+ years of practice with 2D and 3D games for mobile, desktop and VR. Creative, focused, efficient and communicative. Proven skills in gamaplay programming, game balancing, database integration and modeling, level design, prototyping, version control system (GIT) and Augmented reality.

EDUCATION

- **FACULTADE DE TECNOLOGIA (FATEC)** **São Paulo, SP - Brazil**
Bachelor of Technology in Digital Games **Jan. 2014 - Jul. 2017**
- **JACKSONVILLE UNIVERSITY** **Jacksonville, FL - USA**
Computer Science/Screenwriting (exchange) **Aug. 2015 - May 2016**

PROFESSIONAL EXPERIENCES

Studica Solution

Game Developer

São Paulo, Brazil

Apr. 2017 – Present

- Development of mobile games and application (Android and iOS) and Desktop (Windows), including augmented reality application
- Work with the backend team to integrate client and server side by creating *dlls*
- Use *Unity3D (C#)* to develop the applications, and *.Net* to integrate with MongoDB

8E7 Mídias Interativas

Interactive medias developer and designer

São Paulo, Brazil

Oct. 2017 – Apr. 2018

- Developed medias for several platforms such as interactive touch panels, mobile (iOS and Android), including augmented reality applications and VR kits (Rift and Cardboard)
- Responsible for modeling relational diagrams and preparing briefings for the artists
- Wrote and revised Technical Design Documents (TDD)
- Worked with *Unity3D (C#)* and *Unreal Engine 4 (Blueprints)* to develop games and applications

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Neuroscape Center/Gazzaley Lab

San Francisco, USA

Game developer and designer – **Volunteer**

2016

- Worked in a 3D game for iPad to be used in neuroscience research
- Designed and developed 5 out of 6 levels
- Used Unity3D (C#) for scripting
- Contributed for level design, balancing, sound, a little bit of modeling (3DMax) and scripting

PORTFOLIO OF PROJECTS

You can access my online portfolio at araujoanderson.com/portfolio, the same link connects to my *Github*, where you can see some code samples and Game Design Documents. Some other projects not available online are described below.

Interactive Table: This project is an interactive touch “table” for a travel agency. This table points travel routes, currency exchange in real time, available hotel and tours, videos and pictures of cities and hotels, among other features. I was in charge of the whole project as a programmer using Unity3D (C#). The product will be available to official sale in Brazil delivered by *Be Happy* agency by the end of July.

Tour Virtual Tecnisa: This virtual tour allows users to explore properties from a construction company in Brazil using Virtual Reality glasses. It was made in Unreal Engine 4 for Oculus Rift, and I was in charge of developing an interactive menu and optimizing motion sickness.

Santinho Virtual: This app was made for elections period in Brazil. The app replaces the regular pictures distributed by politicians for a business card with a “marker” to open augmented reality videos of his/her campaign. I made the programming of this project using Unity and Vuforia plugin.

REFERENCES AVAILABLE UPON REQUEST.