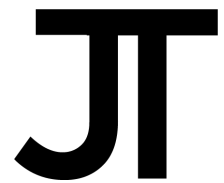# Juscelino Tanaka Saraiva *3D Developer*

JT

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github.com/juscelinotanaka   linkedin.com/in/juscelinotanaka   Manaus, Brazil

PROFESSIONAL EXPERIENCE

Tech Lead & 3D Software Developer - Unity3D and VR

SIDIA - Samsung R&D in Amazon

July 2016 - Ongoing   Manaus, Brazil

- Leading an AR framework (concept owner)
- Patent for AR ecosystem growth (multi apps)
- Led two Samsung VR products
- Patent for improving VR controller interactions (UX and UI)
- Project design and architecture
- Creation of decoupled Unity components shared among other projects
- Integration with Cloud services through Rest
- Control Versioning using Perforce and Git + Gerrit (for Code Review)
- Agile / Scrum + JIRA to manage issues. Confluence for reports
- Major programming languages are C#, C++, and Java
- Development for Windows Mixed Reality, Gear VR, Google Daydream, Tizen and other unrevealed platforms

Wii U Programmer - Unity3D

Yummy Yummy Tummy

June 2015 - December 2015   California, USA / Manaus, Brazil

- Wii U core programmer - PC game migration
- Focus on resource management (memory, disk, etc)
- Development of new features for the Wii U gamepad
- C# programming, code tracking and bug fixing on the core of the game
- Game balancing (spell, skills and drops)

Gameplay Programmer - Unity3D and Flash

3DLab

March 2011 - December 2013   Manaus, Brazil

- Implementation of the whole gameplay of 5 games
- Flash games developed using ActionScript 2.0
- C# and Javascript for Unity games
- Dynamic UI (multi-resolution support) using a calculated system for positioning (instead of drag-and-place)
- 3D animations and asset management
- Local multiplayer gameplay for the 3D game

CERTIFICATIONS AND SKILLS

Certifications:
- **Unity Expert Gameplay Programmer** - 2018
- **Scrum Developer** - 2018
- **Management 3.0** - 2018
- **Unity3D Programmer** - 2017

unity
Certified
Expert
Gameplay
Programmer

Softwares: **Unity3D Engine**; Rider; Illustrator, Fireworks, Flash
Versioning, Code Review and CI: **Git** and **Perforce**; **Gerrit**; **Jenkins**
Programming Languages: **C#, C, C++, Python, Javascript, Java**, PHP, HTML, CSS, ActionScript 2.0
Project Management: **JIRA (Scrum), Confluence,** and **Slack**
Databases: **MySQL,** and PostgreSQL

DEV PHILOSOPHY

"Everything is possible in computing, but some ideas do not worth YET."

MOST PROUD OF

2 Patents Accepted for AR/VR projects which no one wanted to develop

Persistence & Courage to recreate a full project hated by everybody

Leadership for Pleasure as a Tech Lead but not at the right role for it

LANGUAGES

Portuguese	★★★★☆
English	★★★★☆
Spanish	★★☆☆☆

EDUCATION

Master in Computer Science (AR & Health) - WIP

Federal University of Amazon
August 2019 - Present
Manaus, Brazil

Minor in Game Development

Drexel University
April 2014 - June 2015
Philadelphia, USA

B.S. in Computer Science

Federal University of Amazon
February 2011 - June 2017
Manaus, Brazil

Tech. Software Developer

Educational Nokia Foundation
February 2008 - December 2010
Manaus, Brazil

HONOURS AND AWARDS

SIDIA Rewards
⚲ Samsung SIDIA - 2017
- 1st Place - General
- Patent Acceptance by SIDIA and Samsung HQ

Scientific Research in Domestic Robotic - PIBIC
⚲ Federal University of Amazon - 2013
- 1st Place - Institute of Computing
- Honourable Mention - Institute of Exact Sciences

Brazilian Fair of Science and Engineering - FEBRACE
⚲ Federal Institute of Amazon (IFAM) - 2012
- 3rd Place - General Category - Single Student
- 1st Place - Mechatronics Category

Brazilian Olympiad in Informatics - OBI
⚲ Educational Nokia Foundation - 2009 and 2010
- Honourable Mention on both Years

Brazilian Math Olympiad - OBMEP
⚲ Fundamental School Waldir Garcia - 2005
- Honourable Mention on both Years

RELEVANT PROJECTS

Samsung VR Gallery
Unity3D VR App - Tech Lead and Unity Programmer

📅 July 2016 - Ongoing   ⚲ SIDIA (Samsung R&D)

- Leading a team of 5 developers and working closely with testers and other stakeholders
- Working directly with Korean stakeholders (client, engineers, testers)
- Business trips for delivery phase and project prospection
- Refactoring and improving of legacy project
- Multi-platform architecture
- Features feasibility
- New projects inheriting from this (including PC VR Gallery also led by me)

HyperMass
Unity3D Game - Twitter API, Physics, Math and UI Programmer

📅 September 2014 - June 2015   ⚲ Drexel University

- System for object spawning based on Twitter messages
- Design and implementation of numerous game elements and mechanics
- Coding physics behaviour for different bomb effects, personal multiplayer menu, and characters calibrating attributes screen

Kollect V2
Serious Game in Unity3D using Kinect - Researcher and Kinect Programmer

📅 September 2014 - June 2015   ⚲ Drexel University

- It is a game for Children with Cerebral Palsy
- Tracking and recording of Kinect skeleton movement data.
- Creation of calibration screen to validate and align the position of the player in the game.
- Code improvement for tracking the information that are collected and saved.

SARMen - Domestic Robotic using SMS Text Message
Arduino Micro-controller - Researcher and Programmer

📅 July 2012 - June 2013   ⚲ Federal University of Amazonas

- Individual researching and prototyping
- Arduino and GSM modules integration for messages handling
- Communication with external devices (i.e. outlets, temperature sensor, and GSM module) to turn on and off a device or get data.

PASSIONS

Family

Programming

Gaming

Travelling

COOL THINGS

Motivator & Leader

Persuasive

Management

New Technologies

User Experience Focused

A BOOK

Leaving Microsoft to Change the World
- John Wood