JOÃO GUILHERME BITTAR VIDOTTO – UNITY DEVELOPER

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SUMMARY

- Experienced mobile engineer with a demonstrated history of working in the software and game development industry.

- Skilled in Unity, .NET, C#, C++, Unreal, Android (Java), iOS (Swift), Augmented reality with Vuforia/AR Foundation and VR development.

- Certified by Pearson Vue - Android ATC AND-401, with 5 years of experience building native apps for Android using Java.

- As a developer my focus is front-end, solving performance issues and write efficient code using Unity and C#.

- Efficient and collaborative team player, strong analytical and problem-solving skills, high attention to details, ability to connect with people at different levels within the organization

Skills and Awards:

- **Languages:** C#, Java, C++, Swift.

- **Technologies and Frameworks:** UniRx, Newtonsoft.Json, Design patterns (SOLID, MVVM, MVC).

- **Tools:** Maven, Gradle, Jira

- **Operating Systems:** Windows, Linux, macOS

- **Databases:** MySQL, SQLite, PostgreSQL, MongoDB.

- **Version Control Systems:** Git, SVN, Bitbucket.

- **IDEs:** IntelliJ IDEA, Visual Studio Code, Visual Studio.

- **Methodologies:** Agile, Scrum

WORK EXPERIENCE

Aug-2020 – Current working here – Unity AR/VR developer, Tonic3 (Contract)

Customer: Tonic3

Project (CityAR): Use Augmented Reality to navigate through the city using your GPS to visit points of

 interests, earn coupons and experience animated 3D models at those points using geolocation.

Team Size: 3 Unity front-end developers, 2 PHP back-end developers, 2 testers, 1 Project Manager.

Project Role: AR/VR developer.

Tasks performed: problem-solving, use Visual Studio to create and edit scripts using C#, assist team members when needed, met and maintain deadlines for project goals, upload the app to the Play Store (Android), research and development.

Project(VR Sports): Sports spaces based on real environments and add interactions and games to engage sports fans from around the world, from dynamic tours to gamification experiences and explorations (https://www.youtube.com/watch?v=xzKmqlMpm3o)

Team Size: 2 Unity front-end developers, 2 testers, 1 Project Manager.

Project Role: VR developer.

Tasks performed: write and maintain clean code using Visual Studio and C#, write vector3d math calculations, assist team members when needed, met and maintain deadlines for project goals, use Oculus Quest 2 to test and run the game.

Environment: Vivifyscrum, GitHub, SourceTree, Unity, C#, MapBox, GoogleApi, Oculus Quest 2, AR Foundation, Consume REST services.

Apr 2020 - Nov 2020 – Unity AR developer, Antikytera e-Technologies (Contract)

Project (Ermes): ERMES Remote Assistance is a solution that combines Augmented Reality (AR) with realtime communications to connect a technician in the field with an expert, so that the expert can see and discuss the situation on the field. The technician and the expert draw digital annotations (using the finger on the screen) that anchor with precision to the physical objects, allowing the operator to guide the technician through a process, step by step.

Team Size: 5 Unity front-end developers, 2 PHP back-end developers, 3 testers, 1 Project Manager.

Project Role: AR Unity developer.

Tasks performed: write and maintain clean code using Visual Studio and C#, write and maintain an addressable to handle translations to 8 different languages, make a new UI system using C# and prefabs so the other developers could commit changes to the main scene without breaking anything UI related.

Environment: Unity, C#, AR Foundation, Consume REST services, Jira, BitBucket.

Aug 2019 - Apr 2020 – Unity Game Developer, Oktagon Games (Full-time)

Customer: Wizards of the Coast

Project (Magic: Puzzle Quest): Magic: The Gathering and the original Match 3 RPG are re-imagined in Magic: Puzzle Quest, an epic deck building, strategy and deep leveling role playing game. (PVP)

Team Size: 8 Unity front-end developers, 2 javascript back-end developers, 15 QA, 2 Project Manager, 2 2d artist, 2 game designers.

Project Role: Unity developer.

Tasks performed: write and maintain clean code using Visual Studio and C#, write and maintain the analytics using DeltaDNA, bug fixes, insert new cards using custom Unity editor panels, handle push notifications.

Environment: Unity, C#, Git, Consume REST services, Scrum, FireBase.

Jan 2017 - Jul 2019   – Unity AR Developer, Realidade Aumentada Brasil (Full-time)

Project: Realidade Aumentada Brasil is an app to experience contents of the company's clients through augmented reality.

Team Size: 2 Unity front-end developers, 1 python back-end developer, 2 QA, 1 3D artist,1 Project Manager.

Project Role: AR Unity developer.

Tasks performed: write and maintain clean code using Visual Studio and C#, use Vuforia to make AR apps, create a custom admin panel so the clients could upload the image targets, and charge then for it using payPal API and PagSeguro, the admin was written in python and javascript, the content could be images, 3D models, videos and animations.

Environment: Unity, C#, Vuforia, python, javascript, Git, Consume REST services, Scrum, FireBase.

EDUCATION

Bachelor of Business Administration (B.B.A.) degree focused on Computer/Information Technology Administration and Management

Trainings/Courses:

- The Unity C# Survival Guide - https://www.udemy.com/certificate/UC-TVFI040L/
- SololearnC++: https://www.sololearn.com/certificates/course/en/13906634/1051/landscape/png
- Data Structures and Algorithms: Deep Dive Using Java – https://www.udemy.com/certificate/UC-YNKGH1YK/
- Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games – https://www.udemy.com/certificate/UC-0523a0c9-ca3d-4abd-8647-ea7fc12a7366/

Certificates:

- **Android Application Development AND-401** - Pearson VUE (2015)