Filipe Amim

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OBJECTIVE

I have a passion to be part of a competitive and creative game development team, working on gameplay logic, real time computer graphics and game animation. Although having more than 2 years of casual gamming experience, I have a special interest for top notch and fast paced gameplay and game technology. I also enjoy working with technical artists and designers, discussing solutions and best visual designs for the products.

WORK EXPERIENCE

I have been a programmer for Real Time Solutions since November 2005 (2 years and 11 months).

I was part of the team responsible for the creation of four casual games titles:

- **Lumen**, March 2006, Oberon Media:
  - Graphic User Interface System implementation;
  - 2D special effects using GapiDraw;
  - Sound Programming using Bass.
- **Aquapark**, September 2006, Real Arcade:
  - Patched Torque Game Builder for general optimizations and Graphic User Interface changes;
  - Script Programming for gameplay and game screens;
  - 2D special effects using Torque Game Builder framework;
  - Sound programming using Bass.
- **ColorTrail**, September 2007, Big Fish Games:
  - Patched Torque Game Builder for general optimizations, Graphic User Interface changes and Torque Script virtual machine changes;
  - Script Programming for gameplay and game screens;
  - 2D special effects using Torque Game Builder framework;
  - Sound programming using Bass.
- **Farmer Jane**, July 2008, Big Fish Games:
  - In-house Game engine developing;
  - Technology architecture;
  - Character animation programming;
  - Graphics and shader programming;

Currently, I am adapting the a RTS's in-house game technology to be used in a new game product, Aquatic Tales, a 3D/2D game for PC and Nintendo Wii for GameInvest. My responsibilities in that game engine has been:

- Level Editor tool development;
- 3D Studio Max plug-ins for scene and animation exporting;
- Technology architecture;
- Graphics visual programming and shading;
- Character animation;

- Visual scene architecture using space partition techniques for visualization optimizations;
- Collision detection and space partition accelerator.

SKILLS

Programming languages: C++, HLSL, TorqueScript, Lua, PHP, HTML, Java.

APIs and Middlewares: OpenGL1.4, Direct3D 9.0c, Windows Platform SDK, XInput, Autodesk FBX SDK, Autodesk MaxSDK for 3D Studio Max, FMod, Bass, Torque Game Builder.

Development Tools: Microsoft Visual C++, Intel VTune Performance Profiler, Autodesk 3D Studio Max, Adobe Photoshop, Microsoft Word, Microsoft Visio, ATI RenderMonkey, Subversion (SVN).

Communication: Good communication skills in Portuguese (native language) and English.

EDUCATION

Taking Computer Engineering at Instituto Superior Técnico de Lisboa. Subjects studied so far:
- Advanced C and C++;
- Introduction to Algorithms and Data Structures;
- Computer Graphics;
- Introduction to Language Compilers;
- Logic Systems, Computer Architecture and introduction to assembly;
- Operative Systems Architecture;
- Object Oriented Programming and Design Patterns;
- Software Engineering.

INTERESTS

Gamming and game development, real time computer graphics and raytracing, science fiction, electronic music, physical activities like Capoeira martial art.