

Marcos Santos

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SUMMARY

An initiative-taker software developer with 5+ years of experience, strong analytical skills, and highly focused on developing outstanding projects.

WORK EXPERIENCE

- 2016 - 2020 **Software Engineer – Unity**, Kinetic Reality, Sunnyvale, US – Remote
- Analyzed requirements and built the entire front-end experience with a graceful degradation design. This allowed the team to focus on implementing features, ensuring the user experience would hardly be affected under any circumstances.
 - Designed and implemented algorithms for Biomechanics Analysis, and Walking Simulation, adding meaning and value to the motion captured.
 - Developed a Unity API for allowing developers to create motion capture apps, which let the company reach new businesses such as independent animators and sports training and increase its sales.
 - Integrated the company's Motion Capture sensors with VR games, expanding the usability of the sensors to entertainment, and educational training.
- 2019 - 2020 **Teaching Assistant**, Douglas College, New Westminster, Canada
- Oriented students in C++ and Python, assisting them in basic and advanced programming concepts such as pointers, data structure, object-oriented programming, and polymorphism.
- 2012 - 2014 **Game Developer - Unity**, Deep Knight Games, Rio de Janeiro, Brazil
- As second in charge, I led a team of 6 developers to build a series of 2D casual games with C#, C++, and Unity.
 - Designed and implemented a gaming tool that increased the productivity of the team by allowing game designers to create 2D maps with cities, objects, and paths between cities.
- 2011 - 2012 **Game Producer & Developer**, ONG Nova, Rio de Janeiro, Brazil
- Led a small development team to design and implement two educational games for the United Nations Conference on Sustainable Development. By using an iterative and interactive development process, I was able to deliver a high-quality product played by dozens of children during the Rio+20 event.

EDUCATION

- 2018 – 2020 Douglas College, New Westminster, Canada [*GPA 3.5*]
Associate of Science - Mathematics and Computer Science
Related Coursework: Data Structures & Algorithms, Discrete Mathematics, Engineering Design.
- 2012 – 2017 UFRJ, Rio de Janeiro, Brazil
Mathematics with Science Computer Emphasis – Bachelor
Related Coursework: Calculus, Differential Equations, Real Analysis, Statistics, Numerical Analysis.
- 2006 – 2009 CEFET, Rio de Janeiro, Brazil
IT Diploma – Technician
Related Coursework: Operational Systems, Relational DBMS, Network, Software Programming.

CORE COMPETENCIES

- OO Programming
- C#
- C++
- Java
- Python
- React
- Unity
- T-SQL
- Motion Capture
- .Net Programming
- Data Structures
- Mathematics
- HTML
- JavaScript
- CSS
- Git
- UML
- Arduino/Raspberry Pi

ACHIEVEMENTS

- 2018 Unity Live Help Expert
- 2015 – 2016 Microsoft Student Partner
- 2013 Sony Incubation Program
- 2012 Designed and developed "*Galaxy Runner*" finalist on Square Enix Latin America Game Contest
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