# CURRICULUM VITÆ

#### PERSONAL INFORMATION

NAME Fábio Reis NATIONALITY Portuguese

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### **PROFILE**

**PARENTHOOD** A proud and active father of four;

PATIENCE High level of endurance when faced with setbacks and when dealing with a team;

LEADERSHIP Capable of assuring that objectives/deadlines are met while maintaining team's morale;

ABSTRACTION Capable of an high level of abstraction and thinking outside-of-the-box;

DECISION Able to decide when to be persistent and when to change directions;

JUSTICE High sense of social, personal and professional justice;

VANGUARD Looking to new technologies and academic advances, bridging this with real necessities;

**ORGANIZED** Punctual, organized, always positive and available;

### EXPERIENCES (latest on top)

Leading/guiding the technical decisions and road-maps for multiple teams and technologies: game-play; technology and engine; Creating Gantt charts; sprint and release planning; budgets; Managing multiple teams at the same time; etc;

CI/CD OWNER Inherited CI/CD environment; documented it; defined its vision; implemented new fea-

tures (slack/stash integration; git notes; etc); tackled major bottlenecks in build time;

Leading multiple developer teams in distinct projects, had lead up to 9 people simulta-

neously; Using several managerial and leadership tools, e.g One-on-One; Career-talks;

Performance Reviews; OKR's; Feedback; etc.;

COACHING Leading and participating in groups focused on giving training on: C/C++; visual effects

(graphical pipeline); Defining the code style and standard for Miniclip; Physics collision profiles uses; Leading discussions with multiple art teams to identify improvement; etc.;

TALKS Multiple talks with the purpose of coaching, sharing knowledge or as documentation:

- C/C++ - from basic to more complex topics;

- Performance capture and evaluation- C++; UE4; Rendering;

- Physics engine in Unreal Engine and its immediate mode physics;

- On unreal engine replication and fast array serialization;

- On Miniclip history (in a game conf. in Portugal);

VOLUNTEERING

Volunteer work in: crash course on game development for underprivileged children; working underprivileged child caring institution; Volunteer as a new students guide;

# **TECHNICAL COMPETENCES**

PERSONAL I'm writing my own engine as a mean to be constantly developing my C/C++ skill and overall programming skill and by pushing my own boundaries in new areas, with the

main focus being on modern rendering pipelines;

 $\label{eq:programming} \textbf{PROGRAMMING} \quad \textbf{Intermediate/Advanced knowledge in: C/C++; Obj-C/C++; Python; C\#; OpenGL; GLSL; }$ 

Bash; Git; Java; R; Latex;

COMMERCIAL In-depth knowledge on both Unreal Engine and Unity, mainly from personal time invest-

**GAME ENGINES** ment, with several prototypes done in both engines;

INTERESTS Probabilistic/Statistical analysis; Data mining/processing; Computer graphics; Computer

science; Computer vision; Artificial intelligence; Game development; Code optimization;

HOBBIES Repair/maintenance of hardware (e.g. computers, video consoles, mobile phones, etc.);

Game engine developer; Music; Skateboarding; Video games;

LINGUISTIC Able to easily understand, write and speak in English and Portuguese;

For references please contact.

August 27, 2022, Portugal

DUNE: AWAKENING Senior engine developer - Responsible for the road-map; sprint and release-planning for one of the engine sub-team responsible for: the proprietary game-server technology in UE; performance: and engine/editor stability;

Leading the performance team, helping with code and network performance capturing, analysis and improvements, as well as with priorities and budget discussions;

Working on internal vehicle simulation and its network replication. Leading the internal physics framework development and road-map, targeted for multi-threading. Also heSlped evaluate PhysX/Chaos in UE4 and UE5.

Tech.: C/C++; Unreal Engine 4 (fork); Networking; PhysX; Perforce; Python;

SUPER MEAT BOY FOREVER

Senior developer - Helping with setting up the port infrastructure for mobile; Helping with porting and optimizing the renderer for mobile: C/C++;OpenGL/GLES;

CORE TECH LEAD Leading three distinct teams: Core Engine/Modules - Focus on our rendering module; Unity - supervising our internal shared modules; Goliath - the user tracking/metrics event

framework;

CENTAURI RISING Helping in the development of a space simulation game in Unreal Engine (a friend's

project): (physically-based movement; PID controllers; c++; blueprint);

TOP DOWN GOLF CARROM POOL HOCKEY STARS SOCCER STARS Mobile client lead developer - Helping managing client developers; coaching on technical and leadership paths; Also helping with technical dependencies that would affect multiple projects: C/C++; Obj-C/C++; Cocos2D; Android; Bash; Python - Miniclip;

UNDISCLOSURED Developer: porting a game from Flash to Haxe, contributed to Kha: Haxe; Javascript;

SPACEONE.10 Full-stack developer C/C++; Emscripten; Javascript; HTML; Bash;

VODAFONE Invoice generation pipeline: C/C++/C#; Java; bash; MS/Oracle SQL; Sybase - Xpand-IT;

E. AUDIT Creator of an electronic POS/USB auditing device - Python; bash; linux drivers - IST;

PROFESSIONAL HISTORY (latest on top - removed everything before 2013)

NUKKLEAR Lead developer working for clients: Funcom; Team Meat; etc - [Jan. 2021, Now[;

MINICLIP Mobile Client Lead Developer - [Out. 2016, Jan. 2021];

MINICLIP Mobile Client Software Developer - [Aug. 2015, Mar. 2017];

Full-time developer in the Microsoft Solutions Team - [Mar. 2014., Aug. 2015];

Researcher in High-Definition Analytic project grant - [Jan. 2013, Feb. 2014];

ACADEMIC/LEARNING HISTORY (latest on top)

LEADERSHIP Several workshops, both on-premise and remote, on different topics - 4 days - [2020];

SCRUM - CSPO Course in Certified Scrum Product Owner - 2 days - [Dez. 2018];

**SCRUM - CSD** Practical course in Certified Scrum Developer - 3 days - [Jan. 2018];

PRIORITIZATION Workshop on Time Management, Leadership and Management applied at Miniclip - 10

**&** LEADERSHIP days- [2017];

IST Researcher in High-Definition Analytic project grant - [Jan. 2013 - Feb. 2014];

MASTER - IST M.Sc. Mathematics and Applications - Average: 15/20 - [2010, 2011];

BACHELOR - B.Sc. Applied Mathematics and Computer Science - Average: 14/20 - [2006, 2010];

IST

**SAMPLES** 

GITHUB My GitHub profile - Farious;

PORTFOLIO/BLOG Blog on leadership and with my game dev. portfolio (still work-in-progress);

YOUTUBE Recordings of some of my personal projects;