

# Kaue Aftimus Rosa

Kaue Aftimus Rosa  
Game Programmer

kaue.aftimus@gmail.com  
www.kaueaftimus.com  
778 707 1874

So many games have inspired me throughout my life, and I want others to feel the same excitement and inspiration I felt playing those games.

## Objectives

---

- Working in a team where I can collaborate in creating a polished product.
- Participating in code reviews to share and improve my skill set.
- Creating unforgettable player experiences.

## Education

---

**Jun 2014 - Jun 2016:**

*Associate Certificates in Computer Information Systems and Applied Software Development.*  
British Columbia Institute of Technology,  
Vancouver.

**Oct 2011 - Oct 2012:**

*Diploma in Game Design.*  
Vancouver Film School, Vancouver.  
Recipient of the Slant Six Games scholarship.

**Jul 2009 - Dec 2009:**

*Certificate in Web Design.*  
DRC, Sao Paulo.

## Technical Skills

---

- |                   |                 |
|-------------------|-----------------|
| · C#              | · Unity         |
| · JavaScript      | · Flash         |
| · Action Script 3 | · Git           |
| · C++             | · Perforce      |
| · HTML            | · Sublime       |
| · CSS             | · Visual Studio |
| · SQL             | · Mono Develop  |
| · Java            | · Photoshop     |

## Spoken Languages

---

- English
- Portuguese
- Spanish

## Hobbies / Interests

---

- Playing classical music on the piano.
- Longboarding.
- Meditating.
- Learning new programming languages.
- Exploring different game engines.
- Facing and overcoming new challenges.

## Industry Experience

---

**Hothead games, March 2016 - Current:**

*Programmer - Kill Shot Bravo / Gun Kings*

- Quickly learning and adapting to a new work environment with our in-house game engine to better and faster implement game features and systems in Script, C++ and Python.
- Writing a modular and expandable tutorial system that is used in multiple games across the company.
- Supporting new game updates by writing backwards compatible code for players in different game versions.

**Game Worthy Studios, Sep 2015 - Feb 2016:**

*Gameplay Programmer - Personal Projects:*

- Creating monthly Android and iOS mobile games with features including IAP, Ads, Leaderboards and integrating a variety of SDKs.
- Over 2,500 downloads among 5 live apps: Chomp Rabbit, Don't Sock, Set Sail, Bronto Bob and Super Tap Stacker.
- Developing a shared code library to facilitate creation of new apps.

**Whitebox Interactive, Jan 2015 - Feb 2016:**

*Gameplay Programmer - Dark Nexus Arena:*

- Writing multiple character abilities in C# using different design patterns such as *Strategy* and *Object Pooling*.
- Refactoring and optimizing code whenever appropriate.

*Web Developer - Dark Nexus Arena:*

- Creating dynamic and interactive responsive web pages for the game.
- Querying, analysing and preparing reports using pgSQL and MySQL.

**Green Apple Art Center, Dec 2013 Jul 2015:**

*Game Design Instructor:*

- Mentoring Unity, C#, Scratch and Game Design concepts for elementary school students.

**DeNA Studios Canada, Oct 2012 - Nov 2013:**

*Flash Scriptor - NFL Matchups:*

- Scripting mini games and dynamic animations using JavaScript.
- Prototyping different game mechanics such as: puzzle match, directional flick and timed taping.

*Gameplay Programmer - Super Battle Tactics:*

- Creating a state machine for easily adding and updating new or existing battle phases.