

Hector Castelli Zacharias

Designer & Developer

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Skills

C, C++, C#, Java, Python, SQL
HTML, CSS, Javascript, Node
Linux, Embedded Systems
Adobe & Office Suite
Unity, Unreal, Maya, Blender, AutoCAD

Education

Bachelor of Science - Game Design
Bachelor of Science - Computer Science
Technical Degree - Industrial Informatics

Projects

EmbraerPortal (2018) - Internal visibilities and KPIs dashboards for production, logistics and finance. Creation of modules, maintenance and improvement development.

Inside the Mirror (2018) - Visual novel with interactive scenes, thriller elements and self-discovery theme.

Criaturas (2018) - A enterprise game for workplace ethics training.

Fungus Audio Engine (2018) - Contribution to the Fungus Engine to implement ambient sounds.

Ruin Racer (2018) - A fast paced racing game where the environment is destructible.

Extending Cinemachine (2018) - A collection of blog posts detailing how to extend popular Unity plugin Cinemachine to work with first person games, Rewired Input Manager and more.

Time Tuner (2018) - 2018 Global Game Jam submission. Manipulate an old TV while trying to beat an intricate puzzle platformer.

MineRun (2017) - A dungeon builder/crawler 2-person game where one player builds the dungeon while the other tries to complete it.

Antifluff (2017) - A stealth based game where you mind-control evil dogs to solve puzzles.

Phenoviewer (2015) - A Java application that processes and analyzes batches of images and extract relevant information for phenological research.

BIAL (2014) - A C++ Image Processing Library for medical use and research.

WiRed Panda (2014) - An interactive application for digital circuits, with realtime simulation, Arduino-code generation and FPGA support.

Work Experience

IT Business Analyst - Embraer (July 2018 - now)
Lead Programmer - Stairs Productions (October 2017 - now)
Contractor - TuneStudio Inc. (June 2018 - August 2018)
Research Associate - UNIFESP (June 2014 - August 2016)
Intern - UNESP (June 2011 - December 2013)