

Felipe H Bezerra

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Summary of Qualifications

- 5+ years of experience in working with various game development tools, such as Unreal Engine and Unity3D, and MonoGame Framework
- Experience in tools and frameworks such as MS Visual Studio, .NET, and Eclipse IDE
- Knowledge in varied OS environments, MS Windows, Apple macOS, and some Linux distros
- Experience with C#, Java, Python, Lua, Web Development, C/C++, SQL, and fundamentals of database programming
- Experience in successfully published games
- Proactive attitude, creative problem-solving mindset, and versatile collaboration skills
- Volunteering experience in Olympic Games and the FIFA World Cup
- Languages: English, Portuguese, German (Intermediate), and French (Beginner)

Relevant Experience

UTG Academy

Oct 2024 – Feb 2025

- Worked as a part-time coding instructor
- Taught Python and Java to youngsters in their first contact with Computer Science concepts

BC Institute of Technology

Jan 2024 – Aug 2024

- Represented the class set of Business Management Advanced Diploma as Set Representative
- Provided a bridge of communication and conflict resolution among students, instructors, and BCIT staff

ICAD / VisionLab

Apr 2017 – Feb 2021

- Awarded two times in major Brazilian Symposiums on Game Technologies
- Collaborated to build and ship games built in various frameworks and major game engines
- Acquired Versatility in different programming languages by hands-on experience
- Acquired fluency in C#, Visual Scripting, Java, Python, Lua, and C/C++

Awards

Quiver Games Vancouver

Nov 2024

- Collaborated as Tech Designer and Programmer in the team that developed the game *Animasteroids*, on the Quiver Games' Town One Game Jam
- Team was awarded the Town Artisan Award, best technical achievement in Design, Art, Sound, and Code

Vancouver Film School

Oct 2023

- Collaborated in a multicultural team
- Designed the awarded board game *Next!*

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Awards (cont'd)

ICAD / VisionLab

Nov 2020

- Developed a side passion game project and an original soundtrack for it
- Awarded the Sound Design Award in the *SBGames* 2020 Arts Festival

ICAD / VisionLab

Oct 2017

- Designed and programmed SFX for a proof-of-concept arena game
- Awarded the second place among the Best Exhibitors' Games in the *SBGames* 2017

Education

BC Institute of Technology

Business Management

Jan 2024 – Aug 2024

Vancouver Film School

Game Design

Oct 2022 – Oct 2023

Pontifical Catholic University of Rio de Janeiro

Computer Science
(Bachelor of Science)

Nov 2017 – Jul 2022

Volunteer Experience

2016 Summer Olympics

Taekwondo Tournament I.T. Volunteer

Feb & Aug 2016

FIFA World Cup 2014

Football for Hope Festival Volunteer

Jun & Jul 2014

References (contact information upon request)

- Gilliard Lopes – Netease Games – Game Design Director
- Glen Hamilton – Vancouver Film School – Project/Team Management Instructor
- Carmine Carpino – Next Level Games – Producer