

Tiago Nascimento

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EDUCATION

State University of Maringá
BSc in Computer Science

Maringá, PR - BR
Expected Graduation: January 2019

EXPERIENCE

PET Informática UEM
Software Engineer

Maringá, PR - BR
Sept 2014 - January 2018

- Maintained event tracking system used for events and courses hosted by the company
- Lead development of a new event tracking system prototype
- Lead development of a integrated system for managing the company's resources and events hosted
- Assisted in recruitment and marketing of external activities
- Assisted in web server and database management for the company
- Presented internal and external courses for the company, such as courses in programming languages (C, Java) and technologies (MERN stack: MongoDB, Express.js, React.js, Node.js; libGDX game development framework)

Apotheosis Game Studios Inc.
Game Programmer

Remote
January 2015 – January 2016

- Worked in game development of a kickstarter prototype using Unity3D

PROJECTS

Maringá Game Developers Association

November 2017 - Present

- Plans and hosts events and activities related to game development
- Leads development of a 5 people team working on game prototypes focused on showcasing game design and game development practices to the city's community of game developers

Hackerspace Maringá

January 2015 – Present

- Worked on development of a Arduino-based MIDI output circuit for electronic keyboards
- Plan events to increase to foster the spirit of computer science and electrical engineering at Maringá

Game Development

September 2015 – Present

- Developed and maintains a simple Pac-man clone to be used in the University's courses showcase day
- Developed and maintains a simple Bomberman clone to be used in the University's courses showcase day
- Developed a simple Snake clone in Racket as a class assignment
- Develops a 1000 Blank White Cards digital version to play with friends

ADDITIONAL

- President of Maringá Game Developers Association (MGDA), Member of Hackerspace Maringá
- Participated in regional phase of ACM (ICPC) programming contest in 2016
- Programming Languages: C, Java, Golang, HTML/CSS, Javascript, jQuery, NodeJS, React.js, Rust
- Experience with SQL and NoSQL database systems (MySQL, MongoDB)
- Experience with linux command line tools and development environment (Debian, Arch, Fedora)
- Experience with machine learning algorithms and artificial intelligence
- Fluent in Portuguese, English, Esperanto; conversational in Spanish, Japanese