



FELIPE FRAGOSO

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📄 <https://github.com/fdfragoso>

🏠 Sct. Mogens Gade 39A 1st.
Viborg 8800 - Denmark

🇵🇹 Portuguese

SKILLS

Computer Languages

C#, C++, Python,
JavaScript, Java,
React, React-Native,
Ruby, Ruby on Rails,
HTML5, CSS, OpenGL.

Game Programming

Gameplay, Shader
graph, custom editor
tools, AI, optimization.

Game engines

Unity (9 years)
Unreal Engine (1 year)

Design

Game design, Level
design, UI and UX.

LANGUAGES

Portuguese ●●●●●

English ●●●●●

Spanish ●●●

Danish ●

Experience

Game Programmer

2019 - 2020

Mads & Friends, Viborg, Denmark

- Lead programmer on The Forest Quartet game (theforestquartet.org);
- Create the game architecture, main mechanics and helped with game design;
- Designed tools for artist;
- implement prototypes made in playmaker.

Unity Programmer

2020

Midtjysk 3D Service, Viborg, Denmark

- VR short movie using HDRP Unity pipeline;
- Implement main mechanics;
- Shader programmer using shader graph and code;
- Movie selected as finalist to Venice Biennale Cinema 2020 VR Expanded.

Co-founder and Game Programmer

2017 - 2019

Lulu Lab, Copenhagen, Denmark

- Lead programmer on Lulu's Journey educational point and click game;
- Create the game architecture and main mechanics;
- Responsible for the game design;
- Supervised the data analytics programmer.

Teacher Assistant

2018

KADK, Copenhagen, Denmark

- Unity 3D, Game Design and PlayMaker teacher;
- Supporting bachelor and master projects;
- Lecturer on prototype and shaders.

Game Programmer

2017 - 2018

Copenhagen Creators, Copenhagen, Denmark

- Unity 3D programmer;
- Updated and code review for mobile games: Killer Snake and SoulSpark;
- AI Programmer on Swipe Fighters;
- Gameplay programmer on Celebrity Ninja App.

Education

Msc. in Games Technology

2016 - 2019

Copenhagen, Denmark

- Master Thesis: An analyse of graphics programming courses for game developers.
- Student president for the year if 2018.
- Member of ITU Innovators and StupIT,

Msc. in Games Production and Programming

2009 - 2010

Senac, Sao Paulo, Brazil

- Master Thesis: Development of a education game using Unity 2.6.

Computer Science

2004 - 2007

Unisantia, Santos, Brazil

- Bachelor Thesis: Create an application with a programmable logical controller.