

KLEBER SILVA

GUI/GAMEPLAY PROGRAMMER

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BIO

Passionate about video games, loves to work with it and with people who shares his passion. Very motivated and focused. Works and communicates well with others. Sociable, outgoing and respectful. Able to adapt to a variety of different people and work environments. Great video game player. Patient learner, patient teacher. Loves ancient history, architecture and travel. Excellent with brainstorming new features, improvements and game behaviours for the best user experience.

EDUCATION

JAN 2009 - JUN 2009
Universidade Federal de Santa Catarina
Federal University of Santa Catarina
Software Engineering and Games in Education Classes

JAN 2003 - DEC 2008
Universidade Estadual de Londrina
State University of Londrina
(BS in Computer Science)

RECOMENDATIONS

” Kleber is a sui generis professional even in the game industry. Games seem to be more than a job for him, they seem to be his life.

Helder Savietto, Programador Científico na ESSS

” Few times have I found someone who, while focused in one area of work, knows so much of everything else. Kleber is passionate for games in a way that been a programmer is just part of it.

João Beraldo, Lead Writer at Allied Games Inc.

” Kleber is a great programmer and an awesome person to be around. Quick, focused and very determined. I've worked closely with him, as an interface designer, and he was not only a very efficient GUI programmer and solved problems quickly, but also really fun to be around and a great coworker.

Lissa Capeleto, Producer at Hoplon Infotainment

CONHECIMENTOS

Agile Methodologies Integration Tools Development Object Oriented Programming Python
Game Production Pivotal Tracker Mobile Web Unity Plugin C# C++
Eclipse IntelliJ Idea Scrum Kanban Bash Serious Games Game Design Cross Platform REST
Java UX UI Programming Windows iOS Unity Visual Studio JavaScript PHP WordPress
Maven Ant Gameplay Programming Polishing Design Patterns Android Visual Studio JSON 3D CSS
Mercurial Git SVN SourceTree 2D XML ActionScript 3 Flash Builder Adobe AIR FlashDevelop jQuery XML HTML5 MySQL
Flash Flex MXML Regular Expressions

PROJECTS

Bitverse Unity GUI (Programmer, Architect)
An opensource editor to Unity IMGUI with several advanced custom components.

PushButton Fork (Programmer)
A git fork of the Flash Game Engine PushButton with several improvements and new features.

GamePops Series (Only Developer)
A classic video game music quiz published by Kongregate and Newgrounds.

Game Comix (Director, Producer, Programmer)
A work in progress game supported by the Brazilian Federal Law of Culture (Rouanet Law).

WORK EXPERIENCE

