

Ícaro Goulart Faria Motta França

GENERALIST GAME DEVELOPER

Niterói - RJ, Brazil

☎ (+55) 21-99845-4218 | ✉ icarogoulart@yahoo.com.br | 🏠 www.icaromotta.com | 📷 icaro56 | 📺 icaro-gfmf

*“Learning can be leveraged through positive or negative reinforcements.
I prefer the positive ones but the negative reinforcements sometimes teach us great lessons.”*

Summary

Ícaro G. F. M. França is a generalist analyst/programmer in the area of game development, interactive programs, simulators, hybrid applications, and web services. Currently, he is taking his Master's Degree in Computer Science at the Federal Fluminense University (UFF). His research field is Artificial Intelligence with a focus on Reinforcement Learning. He is also working as a researcher for ADDLabs company.

Education

UFF (Universidade Federal Fluminense)

Niterói-RJ, Brazil

MASTER'S DEGREE IN COMPUTER SCIENCE

Mar. 2017 - Exp. May. 2019

- GPA: 3.52/4.
- Thesis title: Learning how to play Bomberman with Deep Reinforcement and Imitation Learning
- Research field: Computer Graphics, AI and Games
- Courses Taken: Artificial Intelligence, Computer Vision, Data Visualization, Machine Learning, Analysis and Synthesis of Algorithms, Computer Systems, Machine Learning for Natural Language Processing, and Oriented Study

UFMG (Universidade Federal de Minas Gerais)

Belo Horizonte-MG, Brazil

ISOLATED COURSE IN DIGITAL GAMES OFFERED BY THE MASTER'S PROGRAM IN COMPUTER SCIENCE

Mar. 2011 - Exp. Aug. 2011

- grades: 3.84/4.

PUC-Minas (Pontifícia Universidade Católica de Minas Gerais)

Belo Horizonte-MG, Brazil

TECHNICAL DEGREE IN DIGITAL GAME DEVELOPMENT

Jul. 2007 - Exp. Dec. 2009

- GPA: 3.692/4.

CEFET-Campos (Centro Federal de Educação Tecnológica de Campos dos Goytacazes)

Campos dos Goytacazes-RJ, Brazil

TECHNICAL SCHOOL IN SOFTWARE DEVELOPMENT

Feb. 2005 - Exp. Dec. 2006

- Approved

Languages

English: intermediate

Portuguese: fluent

Spanish: intermediate

Work Experiences

AddLabs

Niterói-RJ, Brazil

RESEARCHER

Jan. 2016 - PRESENT

- Develop new features and maintain the AddCement - software for Cementation Evaluation for oil wells.
- Main technologies: C++, QT & MySql

Visual Virtual

Belo Horizonte-MG, Brazil

LATEST ROLE: LEAD SOFTWARE DEVELOPMENT ENGINEER

Nov. 2013 - Jan. 2017

- Manage the developer team and create the back-end settings and source code for a ride app called Zumpy v3.
- Develop the web service through the REST API in all Zumpy versions.
- Main technologies: JAVA, JPA, JBOSS, PostgreSQL, MongoDB, AmazonWS, Wildfly, XMPP

Devex Tecnologia e Sistemas S/A

Belo Horizonte-MG, Brazil

ANALYST DEVELOPER

Jun. 2010 - Oct. 2013

- Develop MinelInside, software for managing ore mines' integrated operation.
- Main technologies: C++, QT and Ogre 3D

Visual Virtual

INTERN PROGRAMMER

- Develop new features to MineInside.
- Integrate physx engine into the Visual Virtual engine.

Belo Horizonte-MG, Brazil

Mar. 2009 - Jun. 2010

Digital Game Development Course

TEACHER'S ASSISTANT POSITION

- To help students with difficulties in the courses: Computer Graphics, 3D Modeling, and Mathematics for Games.

Belo Horizonte-MG, Brazil

2009

Skills

Programming C++, C#, JAVA, Python, JS and Lua

Game Engines Unity 3D, Ogre 3D, **prior experiences:** Unreal, Irrlicht and Gamemaker

Physics Engines PhysX and ODE

V. Control Systems Git, Hg, SVN and CVS

Others Qt, ML-Agents toolkit, Visual Studio, Ionic, Cordova, Jenkins, Ejabberd XMPP, Scrum

Software Projects

AddCement

THE ADDCEMENT SOLUTION ENCOMPASSED THE RESEARCH AND DEVELOPMENT OF A DIAGNOSTIC PROTOTYPE OF THE CEMENTING STATE ALONG A WELL.

Since Oct. 2011

Zumpy - Carpooling app

THROUGH ZUMPY, DRIVERS CAN ZERO FUEL EXPENSES AND PASSENGERS CAN COMMUTE BOTH COMFORTABLY AND AFFORDABLY.

Nov. 2013 - Jan. 2017

MineInside

MINEINSIDE IS A WINDOWS PLATFORM PROGRAM USED FOR VISUALIZATION AND MONITORING OF ORE MINES. THERE WERE SEVERAL VERSIONS, AMONG THEM: PLANNING, MONITORING AND RECONSTITUTION.

Mar. 2009 - Oct. 2013

Game Projects

BLE - Bomberman Learning Environment

BLE IS BUILT UPON THE ML-AGENT TOOLKIT, DRL, AND IL ALGORITHMS. IT WAS CREATED IN MASTERS DISSERTATION RESEARCH.

May. 2019

Rocket IX

SURVIVAL-STYLE SHIP GAME DEVELOPED USING UNITY3D.

Jul. 2016

Rolimã

ROLLING CART RACING GAME MADE USING THE GAME ENGINE IRRILIGHT AND THE PHYSICAL ENGINE ODE AS MAIN ASSESSMENT FOR AN ISOLATED COURSE IN DIGITAL GAMES AT UFMG.

Jun. 2011

Percy Fawcett

2D PUZZLE PLATFORM GAME MADE USING THE GEMEMAKER FRAMEWORK AS ASSESSMENT FOR AN ISOLATED COURSE IN DIGITAL GAMES UFMG.

May. 2011

Operação Bauxita

CAR BATTLE GAME DEVELOPED TO TEST THE VISUAL VIRTUAL COMPANY ENGINE.

Jun. 2010

Projeto Pólo

SHOTING GAME DEVELOPED IN C++ AND LUA, USING OGRE GRAPHICS ENGINE, PHYSX PHYSICS ENGINE, OPENAL AUDIO ENGINE AND RAKNET NETWORK ENGINE AS FINAL PROJECT FOR THE GAME DEVELOPMENT COURSE OF PUC-MINAS.

Dec. 2009

Hope

RACING GAME DEVELOPED IN XNA AS INTERDISCIPLINARY ASSESSMENT FOR THE GAME DEVELOPMENT COURSE OF PUC-MINAS.

Dec. 2008

Batalha Naval: A Neblina

GAME DEVELOPED IN C++ USING THE GAME ENGINE IRRILIGHT AS INTERDISCIPLINARY ASSESSMENT FOR THE GAME DEVELOPMENT COURSE OF PUC-MINAS.

Jun. 2008

Contratempo

2D PLATFORM GAME DEVELOPED USING THE GEMEMAKER FRAMEWORK AS INTERDISCIPLINARY ASSESSMENT FOR THE GAME DEVELOPMENT COURSE OF PUC-MINAS.

Dec. 2007

Published Papers

Honors & Awards

DOMESTIC

2009 **Gold Medal**, Medal of merit in reason of his high grades on his technical degree course.

PUC-Minas

2008 **Best Work**, Best interdisciplinary work of the second period of his technical degree course.

PUC-Minas