

TIAGO REMÉDIO

Digital Transformation | Unity3D | C# | PHP | JavaScript | FullStack

<https://www.linkedin.com/in/tiago-remedio>

Indaiatuba, SP - Brazil



SUMMARY

I am a passionate game developer with a deep love for creating engaging and impactful experiences in the fields of entertainment, gaming, and education. Throughout my career, I have developed a diverse portfolio of projects, ranging from entertainment games to educational tools and training simulations. My expertise includes working with cutting-edge technologies such as virtual reality (VR) and augmented reality (AR), as well as developing full-stack applications with seamless server integration. This blend of technical skills and creative vision drives my commitment to delivering high-quality projects that resonate with users and meet the needs of modern industries.

My core values—honesty, family, and justice—are at the heart of everything I do. I am known for my problem-solving abilities, particularly in understanding complex abstractions and devising intelligent solutions. My ability to see the big picture, combined with a meticulous attention to detail, has earned me a reputation as a reliable and resourceful professional.

I am eager to contribute my skills and experience to a dynamic company in the entertainment and gaming industry, where I can continue to push the boundaries of what's possible and create experiences that inspire and entertain.

EXPERIENCE

04/2021 – Present

Indaiatuba, SP - Brazil

● CTO

Axpr Valve Science

Innovation and Digital Transformation

Hardware research and development

- R&D team focused on creating products and technologies

Software R&D

- Web and mobile systems (both operational and administrative)

IT Management

- Technology equipment
- Systems maintenance
- Technical support
- Network infrastructure
- Digital security

08/2011 – Present

Remote

Software Developer

Freelance

- Web systems (fullstack)
- Unity3D
- Mobile applications (iOS and Android)
- Desktop applications (Linux, MacOS and Windows)
- Augmented Reality applications
- Virtual Reality applications
- Natural Interface applications (movement)
- Database integrations
- Gamification

02/2019 – 12/2021

Araras, SP - Brazil

Lecturer

Centro Universitário Hermínio Ometto – FHO | Uniararas

Subjects taught:

- Distributed systems
- Computer network
- Software engineering
- Web programming
- Mathematical programming
- Introduction to digital games
- Database
- Systems optimization
- Computer Graphics
- Computer architecture
- Analysis of object-oriented projects

Extension:

- GRAFHO: Game Research Academy FHO – Research group in digital game development

02/2020 – 07/2021

Hortolândia, SP - Brazil

Lecturer

UNASP Hortolândia

Subjects taught:

- Computer network
- Integrative programming project
- Integrative systems development project
- Construction of algorithms and programming

07/2019 – 10/2020

Piracicaba, SP - Brazil

Lecturer

IFSP Piracicaba

Subjects taught:

- Applied Information Technology
- Commercial programming languages
- Database
- Programming languages
- Web programming
- Object-oriented systems

EDUCATION

- 03/2023 – 07/2023** ● Executive Training for Leaders
FGV – Fundação Getulio Vargas
- 07/2021 – 11/2021** ● MBA in Corporate Information Technology Management
Focus
- 01/2017 – 12/2018** ● Masters in Computer Science
UNESP
- 01/2015 – 12/2018** ● Degree in Computer Science
UNESP
- 09/2010 – 09/2011** ● Games Production
Meliès
- 07/2005 – 07/2010** ● Degree in Control and Automation Engineering
UNESP

LANGUAGES

English

Proficient (C1)



Portuguese

Native



CERTIFICATION

Unity Certified Professional Programmer

2019, Unity Technologies

Unity Certified Developer

2017, Unity Technologies

AWARDS

1st Place – 38^o CBMGA (Brazilian Congress of Asset Maintenance and Management)

2023, ABRAMAN

Best Academic Performance

2019, UNESP

1st Place – Parallel Programming Challenge

2017, ERAD-SP

SKILLS

- Digital Transformation
- Unity3D Development
- C#
- Microsoft Office 365 (including Administration)
- JavaScript
- PHP
- FullStack
- Database (SQL)
- AWS (EC2, S3, LightSail, Rekognition, IAM)

MAIN PROJECTS



AR Valves

05/2023 – 07/2023

AR Valves is an Augmented Reality application to show AXPR main product, the Baker Hughes Masoneilan Valve. It allows to see the internals of the valve as well as how it is assembled.

Links:

- Android Play Store
- iOS App Store



Old West Shooter

01/2021 – 04/2021

Top-down mobile game in the old wild west, where you have to survive hordes of zombies. Includes database connection.

Links:

- Android Play Store
- iOS App Store



Introduction to Game Development with Unity3D Course

03/2020 – 09/2020

During the first year of the COVID-19 Pandemic I developed a Unity3D introduction course, where I went through all the main subjects to start creating your own games.

Main Topics:

- Installation, Resources and Tools
- Environment and Characters
- Programming, Database and AI
- Audio and UI

Links:

- Udemy