Tarcisio Costa

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Profile

Game Programmer with 8+ years of professional experience and multiple shipped titles across various platforms. Expertise includes gameplay programming, user interface (UI) development, performance profiling and writing editor tools. Proficient in C# and experienced with Unity 3D. Self-driven and passionate about continuous learning, dedicated to writing high-quality code, meeting deadlines, and delivering exceptional content to players. Known for effective collaboration with cross-functional teams, proposing innovative solutions, and enhancing player experiences.

Skills & Abilities

- Unity 3D
- C#
- Object-Oriented Programming
- Cross-platform Development
- Virtual Reality (VR) Development
- Algorithms
- Design Patterns
- Agile
- Scrum
- Source Control

Education

MS, GAMES AND PLAYABLE MEDIA | 2015 | UNIVERSITY OF CALIFORNIA, SANTA CRUZ (US)

BS, COMPUTER SCIENCE | 2013 | UNIVERSIDADE FEDERAL DE SERGIPE (BRAZIL)

Experience

GAME DEVELOPER (SENIOR) | BKOM STUDIOS | JUL 2022 – JUN 2024

- **Before Your Eyes** (PS5 with PSVR2) – Unity 3D
    - Successfully led the port to the PlayStation VR2 platform, ensuring seamless integration and optimal performance.
    - Proposed and implemented new gameplay mechanics in collaboration with original game developers and publisher, preserving the core game experience in a VR setting while maintaining player comfort and game performance.
    - Integrated eye tracking and blinking detection, enhancing user interaction and immersion.
    - Implemented platform-specific features to meet PlayStation 5's publishing requirements.
    - Developed an editor tool to iterate through game scenes and identify subtitles with readability issues, significantly improving accessibility for players.
    - Proposed, revised and implemented features to enhance player comfort within the virtual reality game environment.
    - Fixed bugs from the original game version.
- **Pathfinder: Gallowspire Survivors** (PC/Steam) – Unity 3D
    - Worked on gameplay programming and bug fixing.

- o Designed and implemented the attack system using object-oriented principles and Unity serialization, enabling reusability and ease of debugging. Ensured game designers could easily tweak attacks within the Unity 3D engine for fast iteration.
- o Utilized Unity profilers to identify and resolve bugs and performance issues, improving overall game quality and efficiency.
- **WrestleQuest** (Android and iOS) – Unity 3D
  - o Collaborated with publisher to facilitate the porting of games to mobile platforms, ensuring smooth transitions and platform compatibility.
  - o Fixed a variety of bugs, including UI and visual artifact issues, asset importing errors, and crashes, enhancing overall game stability and user experience.
  - o Utilized Unity's memory profiler to identify and fix memory leaks, improving game performance and resource management.
- **Madzik** (PC/Steam) – Unity 3D
  - o Implemented Steam integration into the game, adding and supporting the Steam Remote Play Together feature for seamless remote cooperative play.
  - o Investigated and resolved issues across various game systems, ensuring stability and functionality.

UNITY PROGRAMMER | SAD PANDA STUDIOS | MAY 2020 – JUL 2022
- **Crush Crush** (Steam, Android, iOS and WebGL) – Unity 3D
  - o Worked on and shipped the first iOS release for Crush Crush, suggested and implemented platform specific features such as Native Achievements and iMessage Stickers.
  - o Developed an easily extensible set of in-game cheat tools to facilitate testing of game progression, balancing, and in-game items from limited-time events and purchases.
  - o Implemented an Events System to easily deploy game balancing changes and event popups without requiring a new build. Ensured targeted deployment based on platform, operating system version, date, and game client version.
  - o Enhanced development pipeline with Jenkins integration for various game build targets and asset building needs, including Asset Bundles and Events System assets.
  - o Suggested and implemented support for tall aspect ratios and device notches to ensure full-screen utilization. Also implemented UI support for foldable phones.
  - o Implemented General Data Protection Regulation (GDPR) compliance to ensure data privacy and security.
- **Blush Blush** (Steam, Android, iOS and WebGL)
  - o Worked on the first Android release of Blush Blush, implementing platform-specific features such as Native Achievements.
  - o Ported and implemented tools from Crush Crush for Blush Blush, including debug tools, Events System, GDPR compliance, and Jenkins integration.

GAME ENGINEER | ELUDICA | AUG 2019 – FEB 2020
- **UNBINARY** (Meta Quest 2) – Unity 3D
  - o Worked on gameplay programming and developed several tools for a VR puzzle adventure game.
  - o Worked on core systems including level loading, input handling and gameplay events.
  - o Implemented an interactive in-game cheat tool designed for VR, enhancing testing for development and quality assurance gameplay flexibility.

- o Prototyped multiple gameplay mechanics to explore and refine game features.
- o Developed editor tools to improve development efficiency and player comfort, such as visualizers for teleporters to accurately depict post-teleport camera framing.
- o Created a subtitle authoring system within Unity to facilitate cutscene creation and enhance narrative delivery.

GAME PROGRAMMER | 2MUNDOS | MAY 2016 – JAN 2018; APR 2018 – MAY 2019
- · **ABCMouse** (Android and iOS) **–** Unity 3D
  - o Diagnosed and fixed bugs across a wide range of mobile devices, ensuring consistent performance and user experience.
- · **ABCMouse Zoo** (Android and iOS) **–** Unity 3D
  - o Successfully ported an existing web game into Unity 3D, enhancing graphics, performance, and gameplay experience.
- · **Cartoon Network Superstar Soccer Goal** (PlayStation 4) **–** Unity 3D
  - o Diagnosed and fixed bugs.

GAME DEVELOPER | PERSONAL PROJECTS | 2013 - PRESENT
- · **Core** – Unity 3D
  - o Created and maintained an open-source GitHub repository featuring essential game functionality.
  - o Developed and documented features including level loading, audio management, file handling, object pooling, and scene management.
- · **Game Jam Template** (PC / WebGL)– Unity 3D
  - o Created and maintained an open-source GitHub repository serving as a foundational base for game development.
  - o Designed and implemented a robust base game framework using Core, featuring a functional Main Menu, base Gameplay Scene, scene navigation, gameplay managers, and pause functionality.
  - o Utilized in multiple game jam projects showcased on linked portfolio website.

Languages
- · English - Fluent
- · Portuguese - Native
- · Japanese - Intermediate
- · Spanish - Intermediate