

Tobias Beise Ulrich

Game Developer & Full Stack Engineer

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Hi, I'm Tobias and I'm a generalist developer working in the software and game development industry with a decade of experience. People I've worked with tend to call me a "Full-Fullstack engineer" because I can learn new contexts quickly. I like being multidisciplinary and learning about new technologies. During these years I worked with different technologies and solutions such as game development, web and mobile applications, front and back end, 3D visualization, face recognition, and many others. I worked with different teams on many projects and my goal is always to seek the best solution to the challenges presented to me.

PROFESSIONAL EXPERIENCE

Full Stack Engineer – WILDLIFE STUDIOS / São Paulo, Brazil (2021-present)

Contributed to adapting and integrating one of the company's games into the Chinese mobile gaming market. Worked with reusable metagame modules. Worked on the development and support of game services such as user account recovery with external providers, game room orchestrator, remote config, and other systems. Currently working on remote asset bundles solution for live games and SiBs (studio-in-box)

Senior Software Engineer – MAGNETIS INVESTIMENTOS / São Paulo, Brazil (2019-2021)

Worked as "sustain software engineer" which focused on product maintenance. I helped mobile developers fix issues, improve CI and CD pipelines, cover technical debts, write internal documentation, and general mobile programming.

WebGL developer – BLANK STUDIO / Porto Alegre, Brazil (2019)

As a freelancer, I developed WebGL simulation for Thyssen & Krupp company. The simulation was built using Typescript, three.js, and other tools. I was also involved with the front-end team with Javascript consulting.

Software Engineer – BLOCK SYSTEMS / Porto Alegre, Brazil (2018)

I worked with a team to develop a blockchain web-based infrastructure to connect with a P2P network. Provided a development environment for the front/back-end's team and with the Software Architect we have designed a modular architecture for a blockchain web-based infrastructure.

Software Engineer – OKL GROUP / Porto Alegre, Brazil (2017-2019)

Project planner and generalist programmer for international companies. Worked with various solutions and technologies such as facial recognition, web applications, front/back-end, and 3D visualization. The programming languages and tools were C#, C ++, Javascript, Typescript, React Native, React JS, Unity, NodeJS, Git, JIRA, and many others.

Game Programmer – IDEIA À VISTA / Porto Alegre, Brazil (2015-2017)

Game programmer using Unity and GameMaker. We also worked with technical documentation production, technology research, test and code assurance.

Game Developer – OBSERVASINOS / São Leopoldo, Brazil (2013-2015)

Social and education game development based on Games for Change (NGO). Exercised competencies in programming, game design, and visual graphics. Articulation on an academic transdisciplinarity team.

EDUCATION

- Bachelor's degree in Game Development, Universidade do Vale do Rio dos Sinos - UNISINOS - Brazil (2018)
- Visual Communication Technician, Instituto de Educação Ivoti - Brazil (2010)

LANGUAGES

- English – Intermediate II – UNISINOS, Brazil.

SKILLS

- Game and Software Development.
- Game Engines and frameworks: Unity 3D, Game Maker, Three.js, custom engines.
- Programming Languages: C/C++, C#, Golang, JavaScript, TypeScript, Bash, Java, Kotlin, Swift, Objective-C and Ruby.
- Front-end frameworks: React.js, Next.js, MUI, Webpack.
- Mobile frameworks: React Native and Flutter.
- Back-end tools: PostgreSQL, Node.js, Docker, Kubernetes, Protocol Buffers (gRPC), HTTP, Datadog, IaC with Helm Charts.
- Others: Jenkins, OpenCV, OpenGL, GNU Make, Git, Perforce.

SOCIAL WORK

Freiwilliges Soziales Jahr (FSJ) – Kath. Kindertagesstätte St. Michael / Seelze, Germany (2011-2012)
Voluntary social year in Germany.

Praktikant – Projekt "Kurze Wege" / Wunstorf, Germany (2011)
An intern working in the social project Kurze Wege with children and young people in Evangelisch Lutherischer Kirche St. Johannes Kirchenkreis Neustadt-Wunstorf, Germany.

HONOR AND AWARDS

🏆 **Best Game in all categories with Koko-Kuba** (Brazil, 2015)

The game Koko-Kuba was exhibited in the Exhibition Games of "I Semana Atômica" - the Digital Games course the academic week of UNISINOS - Universidade do Vale do Rio dos Sinos. More than 15 games were exposed to different proposals and development status. The players were also able to evaluate each game in different categories. Koko-Kuba of all games in all categories was the one that got the highest rating.