

# Alberto Barbosa

San Francisco, CA

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## Summary

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Software Engineer with experience in AI/Physics/Tools programming and mobile platforms

## Skills

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- C/C++, C#, Python and Java
- Professional experience with Unity and its build pipeline
- Sun Certified Programmer for the Java Platform, Standard Edition 6

## Work Experience

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### Games Platform Engineer - Lumosity

Aug 2018 – Present

- Improved and extended current Jenkins/Gitlab CI pipeline
- Performed profiling and optimization tasks for Android/iOS app

### Senior Software Engineer - MunkyFun

Jul 2014 – Jun 2018

- Psych! - Responsible for design, implementation and deployment of the app's entire server-side
- LoW: Mercenaries – Performed optimization tasks and implemented custom features for both Android and iOS. Created different tools for improving project stability and improving team's productivity
- My Horse - Responsible for maintenance/debugging and multiple SDKs integration

## Projects

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### Zeppelin'Quest (First Person Puzzle Game)

Sep 2013 – Dec 2013

#### Physics/Graphics/Tools Programmer

- Programmed a 3D rigid body simulation in order to achieve a more realistic experience
- Implemented cascaded shadow maps to improve visual quality
- Developed an instrumented profiler that helped identify bottlenecks in the game

### Daybreak (3D Person Survival Game)

Jan 2013 – Apr 2013

#### AI/Tools Programmer

- Designed and implemented enemy behaviors using Behavior Trees
- Implemented flocking behaviors and pathfinding for NPCs

## Education

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### DigiPen Institute of Technology

Sep 2011 – May 2014

- Master in Computer Science (GPA: 3.69/4.0)

### Monterrey Institute of Technology

Aug 2005 – Apr 2010

- Bachelor of Computer Science (GPA: 3.6/4.0)