

EDUARDO RIGHI CHAVES

GRAPHICS | GAMEPLAY | ENGINE ARCHITECTURE | SOFTWARE ENGINEER

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WORK EXPERIENCE

VR / AR Graphics Engineer – Unity Technologies

Responsible for implementing and maintaining VR/AR rendering code.
Support partners and integrate VR graphics into the engine

Set 2016 - present

Software Engineer - Nintendo Software Technology

May 2014 – Jan 2015

Mario vs. Donkey Kong: Tipping Stars

Worked with game designers and artists to implement gameplay features and graphics optimizations required for the project.

Software Engineer - Ilusis Interactive Graphics

Jan 2010 – Aug 2012

Jett Tailfin Racers THD - Android | 3DS | Wii U

Worked with designers to craft the gameplay features envisioned for the game. Additionally, implemented several features of the core Engine.
Engine developed from scratch - OpenGL ES and C++.

Street Kix - PSP | PSVita

Created all the Tools (C#) that integrated the art pipeline of the engine.
Developed a simple scripting language that was used by the game designers and interpreted inside the PSP (C++).

Mining Adventures - Advergame PC

Solo engineer on this project. Programmed gameplay, AI, and UI with Unity 3D.

Robotics and Programming Instructor - Colégio Santo Antônio

Sep 2008 – Dec 2010

Created and taught two introductory programming classes for High School Students using C++ and ALLEGRO.

Technical Skills

Graphics
Gameplay
Engine

Programming Languages

C / C++
C#
JavaScript
Java
Python
HLSL / GLSL / CG

Engines | Tools | API

DirectX 11
OpenGL
Unity 3D
Visual Studio
Maya
Photoshop

Math & Physics

Linear Algebra
3D Math
Motion Dynamics
Calculus

Languages

Portuguese
English
Spanish

AWARDS

Winner of the Audience Choice Award at IndieCade 2014: Sunder

FEATURED STUDENT PROJECT

Mocha Engine - Graphics Programmer

3D and 2D graphics pipeline, Physically Based Shading, Post-processing effects.

EDUCATION

Digipen Institute of Technology

Jan 2012 – Jul 2016

B.S in Computer Science in Real-Time Interactive Simulation.