RICARDO BUSTAMANTE

Senior Software Engineer

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ABOUT

- Proficient in object-oriented programming, with extensive experience in C# and C++.
- Master's degree in Computer Science with a strong focus on Algebra, Computer Graphics, and Virtual Reality.
- Developed numerous small-scale and experimental games, including entries for game jams. Portfolio available at https://busta.dev.
- Strong advocate for automated testing, continuous integration, and continuous delivery best practices.

KEY TECHNOLOGIES

C# C++ Python Rider Java Objective C
Ruby Git JIRA Jenkins Unity

OTHER TOOLS

Lua HTML5 CSS JavaScript NodeJS C BASH
PostgreSQL MySQL GoCD Powershell SDL
OpenGL Direct3D Google Cloud

EDUCATION

Master's Degree in Computer Science | Universidade Federal do Ceará

📅 2014 – 2016 📍 Fortaleza, Brazil

- Density Perception and Panoramic Vision techniques for synthetic vision-based crowd simulation algorithms. Technologies: C++/OpenGL/C#/Unity

Computer Science Degree | Universidade Federal do Ceará

📅 2008 – 2013 📍 Fortaleza, Brazil

- Specialization on Computer Graphics, Algebra and VR

LANGUAGES

Portuguese: **Native**

English: **Fluent**

German: **Basic / A2**

EXPERIENCE

Senior Software Engineer | Wooga

📅 2020 – 2025 📍 Berlin, Germany

- Contributed to multiple game titles and shared libraries, with a strong focus on tooling for designers and artists, SDK integration, asset pipelines, and core feature development.
- Played a key role in the development of a custom Match-3 engine and island decoration systems.
- Notable titles: *Switchcraft*, *Ghost Detective (Netflix Games)*, *Claire's Chronicles*.
- Key Technologies: C#, Unity, Android, iOS.

Software Engineer | Tapps Games

📅 2017 – 2020 📍 São Paulo, Brazil

- Development of a shared library integrating major SDKs (Firebase, Facebook, AppsFlyer) used across the studio's portfolio.
- Contributed to the planning and implementation of the client build pipeline.
- Co-architected a backend-configurable ad mediation system powered by AI-driven logic.
- Notable projects: *TPUnity*, *TPAds*, *Starside*, *Decor Dream*, *LogicPic*, *Logicube*.
- Key Technologies: Unity, C#, Python, GoCD, Android, iOS.

Indie Game Dev | Busta.Games, Supernova, INOVApps

📅 2015 – 2017 📍 Fortaleza, Brazil

- Developed multiple games and prototypes.
- Notable game: *Vetor*, an educational game focused on health and disease prevention, awarded Best Educational Game in Development at BIG Starter 2016. http://bit.ly/2v9QHWe

Software Engineer | LSBD

📅 2013–2015 📍 Fortaleza, Brazil

- Participated in R&D initiatives in collaboration with multinational partners.
- Developed hardware diagnostic modules for Lenovo, focusing on GPU and sensor diagnostics.
- Key Technologies: C++, Qt, OpenGL, OpenCL, Direct3D. http://www.lsbd.ufc.br/