

## Thiago de Araujo Silva

New Westminster, BC

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**Portfolio:** [www.thiagodasilvatechart.com](http://www.thiagodasilvatechart.com)

### Objective:

Dedicated and detail-oriented technical artist with a strong foundation in game development and software engineering. Seeking to leverage my expertise in streamlining workflows and optimizing pipelines to contribute effectively to a dynamic team in a technical artist role.

### Experience:

#### UI Programmer

Smoking Gun Interactive Inc.

Feb 2020 - Mar 2020

- Programmed and implemented UI screens in games, ensuring a seamless user experience.
- Resolved errors and bugs across various project components, enhancing overall project quality.

### Education:

#### Advanced Diploma, Technical Arts

British Columbia Institute of Technology

2022 - 2023

#### Programming for Games, Web, and Mobile

Vancouver Film School

2015 - 2016

### Skills:

- Programming Languages: C++, C#
- Scripting: Python, JavaScript
- 3D Software: Houdini, Maya, Blender
- Game Engines: Unity, Unreal Engine
- Version Control: Git, Perforce
- VFX for games: Houdini, Smoke, Explosions, Fractures, Cloth.
- Math for Games, Shader Development
- Software Architecture
- Web Technologies

### Additional Information:

- Enthusiastic about Houdini's creative possibilities for procedural content generation.
- Proficient in developing and maintaining efficient pipelines to enhance the development process.
- Keen interest in staying updated with the latest industry trends and technologies.
- Strong communication and collaboration skills, with a focus on connecting ideas across areas.
- Proven ability to streamline workflows and enhance productivity within game development.