

Marco Filipe Ganança Vieira

| +351 927 193 987 | marcofilipevieira@gmail.com | www.marcofilipevieira.com

OBJECTIVE	To obtain a producer internship during the Summer of 2014 in the Entertainment Technology Industry
EDUCATION	Masters of Entertainment Technology , Expected May 2015 Carnegie Mellon University, Pittsburgh, PA, US - Entertainment Technology Center University of Madeira, Funchal, Portugal – Madeira Interactive Technologies Institute Masters in Computer Science , April 2013 Bachelors in Computer Science , January 2011 University of Madeira, Funchal, Portugal
RELEVANT COURSES	Human Centered Software Engineering : Software project developed using Scrum Software Processes and Metrics : Software project development using Agile process
SKILLS	Producer : Scrum-based techniques, Agile development Sound Designer : Adobe Audition, Apple GarageBand, Apple Pro Tools, Cubase Programmer : Corona SDK (2D Game Development Platform using Lua language), Javascript, HTML 5, Quartz Composer, Unity 3D Video Edition : Adobe Premiere, Adobe After Effects, iMovie Languages : Portuguese, English, Spanish
WORK EXPERIENCE	ACE 2014 . <i>Web and Communications Community Committee. April 2014 – current</i> <ul style="list-style-type: none">Responsible for website and email communication Appsalad LDA . <i>Junior Game Developer. November 2012 – June 2013</i> <ul style="list-style-type: none">2D game developer using Corona SDK platformDeveloped multiplatform games in one week sprints
ACADEMIC PROJECTS	Capstone Project . <i>Producer, Sound Designer and Programmer. 2014 – Spring Semester</i> <ul style="list-style-type: none">Organizing schedules and tasks for the projectProgramming an interactive experience with Kinect using Unity 3D engineResponsible for all sound effects and music Building Virtual Worlds . <i>Producer and Sound Designer. 2013 - Fall Semester</i> <ul style="list-style-type: none">Built Interactive Virtual Worlds using rapid prototyping in interdisciplinary teams of 5 peopleEach world is made over a period of 1-3 weeks using Unity3D game engineManaged all projects using scrum techniquesGoogle Drive/ Calendar - setup all tasks and scheduled every meetingResponsible for all sound effects and music of the virtual world Interactive Music Visualization – Implementation, Realization and Evaluation . <i>Computer Science Master Thesis. 2013 – May</i> <ul style="list-style-type: none">Project was developed using scrum-based techniquesUsed Quartz Composer in order to make all the interactive visualsMicrophones and audio interface were used in order to detect the sound from the orchestra
Activities	<ul style="list-style-type: none">Principal Tenor Mandola of Funchal Artistic Education Mandolin Orchestra since 2005
