

# Marco Filipe Ganança Vieira

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

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**OBJECTIVE** To obtain a **producer** position in the Video Game Industry.

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**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

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**RELEVANT COURSES**

**Human Centered Software Engineering:** Software project developed using Scrum  
**Software Processes and Metrics:** Software project development using Agile process

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**SKILLS**

**Producer:** Scrum-based techniques, Agile development, Jira, Perforce  
**Sound Designer:** Adobe Audition, Apple GarageBand, Apple Pro Tools, Cubase  
**Programmer:** Corona SDK, Javascript, AS 3.0, C#, HTML 5, Quartz Composer, Unity 3D  
**Video Edition:** Adobe Premiere, Adobe After Effects, iMovie  
**Languages:** Portuguese, English, Spanish

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**WORK EXPERIENCE**

**Ubisoft Barcelona.** *Junior Associate Producer Intern. June 2014 – December 2014*

- Ensured an efficient and smooth collaboration between the lead studio and the associate studio
- Managed documentation needed for the submission process with 1<sup>st</sup> parties
- Kept close contact with other producers and coordinated the development of the project with the rest of the core team
- Assigned and managed tasks using the internal managing tool
- Led the post-launch content of “*Rabbids Invasion: The Interactive TV Show*”

**Appsalad LDA.** *Junior Game Developer. November 2012 – June 2013*

- 2D game developer using Corona SDK platform
- Developed multiplatform games during one week sprints

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**ACADEMIC PROJECTS**

**Building Virtual Worlds.** *Producer and Sound Designer. 2013 - Fall Semester*

- Built Interactive Virtual Worlds using rapid prototyping in interdisciplinary teams of 5 people
- Each world is made over a period of 1-3 weeks using Unity3D game engine
- Managed all projects using scrum techniques
- Google Drive/ Calendar - setup all tasks and scheduled every meeting
- Responsible for all sound effects and music of the virtual world

**Interactive Music Visualization – Implementation, Realization and Evaluation.**  
*Computer Science Master Thesis. 2013 – May*

- Project was developed using scrum-based techniques
- Used microphones and audio interface in order to detect the sound from the orchestra
- Created animations which changed according the received audio data in real time

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**Published Titles**

- Rabbids Invasion: The Interactive TV Show. Ubisoft - November 2014

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**Published Papers**

- “*PowerFall - A Voice-Controlled Collaborative Game*”. CHIPlay 2014
- “*Madeira Wine Aroma, Mandolin Sound, and Music Visualization*”. ARTECH 2012