

CHRISTOPHER NOBREGA

Senior Software Engineer & Designer

Greater Boston Area

SUMMARY

Software engineer and designer with over ten years of experience collaborating with artists, developers, and customers both remotely and in-house. Passionate about gamification, emerging technology, and creating interactive user experiences.

EXPERIENCE

SENIOR SOFTWARE ENGINEER

2021 – Present, Indoor Collective Inc. (*Techstars Seattle 14th class*)

- Developed a gamified multiplayer fitness app using Unity, PlayFab, and Photon Voice
- Implemented async races, workouts, surveys, IAP's, AI bots, and Android support
- Optimized MLAPI multiplayer code, created 3D levels, prototyped VR support

LEAD UNITY SOFTWARE ENGINEER

2018 – 2021, Samsung Neurologica

- Developed a mobile app to operate CT scanners (medical device) using Unity
- Added voice controls, collision detection (RealSense), AR support (Hololens)
- Doubled the performance of existing software, built tools to automate processes

UNITY DEVELOPER, CONTRACT

2021 – 2022, The Isn't Company

- Developed a home-building simulation game for Windows using Unity
- Added crossplatform mod support with custom Unity editor tools
- Worked with 3rd party partners to port their API's to Unity

FULLSTACK MOBILE GAME DEVELOPER

2016 – 2018, Galactic Thumb Inc.

- Independently developed 10+ hypercasual iOS apps from publisher specifications
- Solved complex technical problems, optimized performance, integrated sdk's, etc.
- Implemented artificial intelligence, worldwide leaderboards, social features, etc.

UNITY ENGINEER AND DESIGNER

2013 – 2018, Delirious & Co. LLC

- Deployed software on VR devices, Xbox One, Playstation, iOS, and Android
- Implemented BLE (Bluetooth) support for a gamified multiplayer workout app
- Personally designed, developed, and published multiple commercial games

CONTACT

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SKILLS

C#

Unity

Version Control

GitHub, Bitbucket, Git

Android, iOS, Windows, Xbox

Universal Render Pipeline (URP)

Custom Unity Editor Tools

Profiling & Optimization

Steamworks Unity Integration

Analytics (Mixpanel, Unity, Google)

Multiplayer Game Development

Photon, LiteNetLib, MLAPI

Virtual Reality (VR)

Oculus Quest, Meta Quest, Vive

Augmented Reality (AR)

Microsoft Hololens (AR)

Adobe Creative Cloud

Adobe Photoshop

Adobe Premiere

Adobe After Effects

Responsive Design

HTML5, CSS, MySQL, PHP

JavaScript, Python, Java

UI/UX Design

Confluence, Jira, Bugzilla

Teams, Slack, Discord

EXPERIENCE CONT.

FULLSTACK DEVELOPER AND DESIGNER

2016 – 2017, University of New Hampshire

- Created responsive front-end interfaces using HTML5, CSS, and JavaScript
- Managed user experience design (UX) and user interface design (UI)
- Collaborated with a distributed remote team to create a campus app

FRONT-END DEVELOPER AND DESIGNER

2015 – 2016, Scorzi Digital Marketing

- Built cross-browser responsive websites using HTML5, CSS, and JavaScript
- Led user experience and user interface design for a cloud based SaaS application
- Delivered presentations and communicated with clients across multiple industries

EDUCATION

BS, COMPUTER INFORMATION SYSTEMS, BUSINESS MINOR

University of New Hampshire

- Developed VR software to visualize and manipulate medical imaging data
- Created an architecture for interacting with objects in virtual reality applications
- Implemented cross-platform support for the HTC Vive and Oculus Rift in Unity

TECHSTARS SEATTLE

2022 – 2023, Seattle Washington

Attended TechStars Seattle (14th class) as an employee of Indoor Collective Inc.

UNITY UNITE COPENHAGEN

2019, Copenhagen, Denmark

Attended Unity Unite conference as an employee of Samsung Neruologica

AWARDS

COLUMBIA SCHOLASTIC PRESS ASSOCIATION

32nd Gold Circle Awards Program

1st place (out of 4,646 entries) for graphic design work

UNIVERSITY OF NEW HAMPSHIRE COOPERATIVE EXTENSION

Mobile App Development Competition

2nd place for app design and development

DOODLE 4 GOOGLE

Nationwide Design Competition

State Finalist, New Hampshire, 2009

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GAME JAMS

GLOBAL GAME JAM

2020, 48 Hours, 6-Person Team

Participated in Global Game Jam (GGJ) 2020 at the NHTI Jam Site

UNITY FEAST GAME JAM

2015, 48 Hours, Solo

Participated in the RayWenderlich Unity Feast Game Jam