



Thunder Works LCC.
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Profile

DANTE MENDES DE PATTA

Mr. Dante was founder of the company EPG/Transmedia in the late 90's, where he learned, mostly through practical experience, advanced concepts of software design and production, product and market alignment (research and development), advanced multimedia broadcast presentation (information channels, target public advertisement) and the early foundations for a local pioneering 3D visualization software (3D engine).

Technical Skills:

- Advanced content-creation skills (3D modelling, 2D artwork and textures, interface design)
- Project and Business writing skills (concept, design docs, business plan, product pitch)
- Team management skills (art/creative teams, technical teams)
- Project management skills
- Proficient at Operating System installation and network set-up (Windows, Mac OS)
- TV/media background, presentation skills

Education:

August 1996 - Nov 1999 Student at Law University of Brazil's south region (Unisul - school registration number 50680) – writing and business oriented skills were learnt there.

Unable to get university degree at simulation industry or Virtual Reality related area, due to complete lack of educational establishments of the kind in Brazil at the time. Therefore, most of the 3D and electronic entertainment industry related skills were learnt through professional experience or self-taught.

Technical Classes (content and media creation):

- Lightwave 3D (Advanced) - "*Técnicas Avançadas de Modelagem, Texturização e Animação de Cenas Complexas*" – 40 hours, done in June 1997.
- Lightwave 3D - "*Curso Básico: Fundamentos da Criação de Gráficos em 3D*" - 25 hours, done October 1995 (Newtek)
- Macromedia Dreamweaver/HTML – "*Web Design: Fundamentos da Criação de Websites*" - 30 hours, done March 2000.
- Scala Infochannel Broadcast and Multimedia – training courses given by brazilian cable TV company "NET", done March 1998 – January 1999.

At Work:

October 2003 – until now: Full content creator for "Hoplon", one of the few brazilian companies starting the electronic entertainment industry here, while still in its infancy. I was in charge of creating 3D models for their online virtual universe, based in the drawings of a concept artist. Later, was promoted to Lead Artist, while I've managed the whole content creation team, as well as creating art concepts myself. Due to Hoplon financial troubles in the end of 2005, I was offered a part-time job instead of previous full time job. I've accepted as this could help with the progress of the independent simulation project I'm involved with.

November 1999 – September 2003: Graphic artist and media consulting in the brazilian cable TV company "NET", running and feeding a broadcast real-time info channel, giving to the TV subscribers

the complete schedules of TV shows, as well as weather forecast, publicity ads and other informations. Started using 3rd party commercial software, then proceed into developing, with a team of co-workers, a custom software solution, called EPG. Therefore creating a small company to provide this kind of products (broadcast software) to cable TV companies: EPG-Transmedia, where I was co-founder. EPG-Transmedia Company is still active and successful, despite my departure in 2003 to pursue my objective in the eletronic entertainment industry.

January 1997 – June 1998: Web designer at a local company called “Pixx” - in charge of creating website layouts and their content as well (through *Photoshop* image processing).

November 1995 – September 1996: Graphic artist at a video production studio (“*Nova Ilha Teleproduções*”), in charge of creating flying logos and other animated broadcast/presentation pieces. First professional application of the 3D technical classes done in 1995.

January 1994 – March 1995: Store clerk at a local computer and videoeletronic entertainments shop and rentals (“*Shopeletronic entertainments*”). Despite the low wages, I feel this position enhanced my communication skills, and gave me a deeper understanding of the structure of eletronic entertainments retail chains, as well as fuelling my passion for eletronic entertainments industry (was also my 1st job).

Independent eletronic entertainment projects:

Worked in a few independent, internet-based cooperation eletronic entertainment teams. The most notable ones:

- *Lambda Sector*, in 1996-1997, project for an ambitious multi-platform space sim; graphics were pretty advanced for that time. Development stalled because main coder and founder (Mikko Kallinen) departed from project to make a career at Futuremark (makers of 3D Mark performance testing application). But *Lambda Sector*'s website surprisingly is still online and screenshots are available at <http://www.illuvatar.demon.co.uk/lambda/vision/LScan.html>
- *Jet Thunder*: Started at end of 2003, is the project of a flight simulator to recreate the 1982 Falklands air war, never portrayed in a flight sim before, this way, this project already reached surprisingly strong following community and several proposals from publishing companies. As I got experience in the gaming industry, I know that the project must be already in a very mature state in the time of sealing a deal with one of those interested publishers, so at the moment I'm doing the project as my spare time 'hobby' job and it will remain this way until I have the two biggest milestones fully covered: cockpit instruments and dynamic campaign code. Website at www.jet-thunder.com

Hobbies: I enjoy creating content (3D graphics, 2D artwork), model aircraft assembling, reading books (science-fiction, history, war drama, world affairs), drawing (pen and paper), spending time with friends, team sports, watching a few selected TV series (*Lost*, *24*, *Myth busters*, *Over There*), reading, gaming (mostly flight simulators on PC, but consoles or fps are also in my list), researching and web-browsing about the military aviation subject-matter.

Referees:

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