MURILO MESQUITA

SOFTWARE DEVELOPER

ABOUT ME

I'm a software developer working in the game industry, indie game development teams, personal passion projects, game jams and related classes in college.
Have a deep passion in working with teams, mixing art, math and design together.

CONTACT

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in in/murilomesquita

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EDUCATION

Computer Engineering
Universidade Federal de Goiás
[2019-2024]

LANGUAGE

Portuguese ●●●●●●●

English ●●●●●●○

ARTICLES

● **Cladogenesis in an real-time applications: a brief study of how species are born**
Link

● **Rotation matrix: A solution to a mutiple domain problem**
Link

EXPERIENCE

DIVERGENT REALITIES - Cards and Tankards
Gameplay Programmer - [06/2022] - [Today]

- Unity Engine - C#
- VR/AR
- Card game Mechanics
- Freelance

OTHERWORLDS INC. - Draggo Sanctuary
Gameplay Programmer - [09/2021] - [05/2022]

- Unity Engine - C#
- Mobile
- Tools
- Idle Game Mechanics

Blue Screen (Game Jam)
Gameplay Programmer/Director - [11/2021]

- Unity Engine - C#
- Team Management
- Asset Pipeline
- Roguelite Mechanics

Flip City
Gameplay Programmer - [05/2022] - [07/2022]

- Python - MATLAB
- Mathematical Models and Functions
- Idle Game
- Freelance

PROFESSIONAL SKILLS

- 3+ years of coding experience (C/C++, C#, Python, Javascript, Java)
- 2+ year of experience with Unity Engine and C#
- Strong foundations on Object-oriented programming, architecture design patterns, and SOLID principles.
- Proficiency with source control (GIT)
- Familiar with OpenGL and shaders (HLSL, GLSL, Shader Graph), along with good grasp on 3D maths, linear algebra and rendering pipelines.
- Worked producing efficient code and solutions to low-end devices, with enphasis on memory management and code optimization.