

Athos Rodrigues

Software Engineer / Game Developer

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Pernambuco - Brazil

(Willing to relocate)

Professional experience

- **Senior Unreal Engine Programmer - StikiPixels** - 11/2020 – Present

'**Occupy White Walls**' (PC) – Sandbox-building, AI-driven MMO where people play with art

- **Gameplay Programmer – Daisu Games** - 07/2019 – 09/2020

'**Between Two Castles – Digital Edition**' (PC) – Competitive tile-drafting game

'**Infamy – Digital Edition**' (Android, iOS) – Strategy Cyberpunk-Mafia game

'**Unearth – Digital Edition**' (Android, iOS) – Bend-your-luck game of dice placement and set collection

Skills

(Programming, design, etc.)

- **Video games programming** (gameplay, AI, UI, tools)
- **Languages:** C, C++, C#, Java, Python, Lua, Blueprints
- **Game Engines:** *Unreal Engine 4/5*, Unity, Godot
- **Version control:** Git, *GitHub*, *GitLab* : setup and usage, Perforce : usage
- **Knowledge in agile methodologies**
- **Notions:** *OpenGL*, *GLSL*, *SDL2*

Production of project documentation (GDD, behaviour documents, mock-ups, task lists, etc.) Game design, Level design, Project management.

Languages : Portuguese (native), English (fluent), notions : Spanish, French

Education

UNIFG - Brazil

Bachelor Degree in Computer Science – 2016 ~ 2019