# Athos Rodrigues

## Software Engineer / Game Developer

*athosr.github.io*

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+55 (81)996-692-111
Pernambuco - Brazil
(Willing to relocate)

## Professional experience

- **Gameplay Programmer - YUR -** 08/2022 **–** Present

  *'YUR World'* (Oculus Quest) **–** VR Fitness game

- **Senior Unreal Engine Programmer - StikiPixels -** 11/2020 **–** 08/2022

  *'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*, 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, behavior documents, mock-ups, task lists, etc.) Game design, Level design, Project management.

**Languages :** Portuguese (native), English (fluent)

## Education

*UNIFG* - Brazil
    Bachelor Degree in Computer Science **–** 2016 ~ 2019