Athos Rodrigues

Software Engineer / Game Developer

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Pernambuco - Brazil
(Willing to relocate)

Professional experience

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

  - Perform implementation of core mechanics, gameplay routines and multiplayer gameplay features in a client-server model
  - Designed and developed AI algorithms
  - Solve challenging around cross-platform game development
  - Help to scope, estimate and coordinate sprint tasks and work with cross-functional team including QA, design and art
  - Creation of tools to help streamline the development, build/deploy, content and art integration processes
  - Contribute ideas in a collaborative, supportive team environment

  '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 projects 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