

# Athos Santos

## Software Engineer / Game Developer

[athosr.github.io](https://athosr.github.io)

[athos1rodrigues@gmail.com](mailto:athos1rodrigues@gmail.com)

+55 (81)996-692-111

Pernambuco - Brazil

(Willing to relocate)

## Professional experience

---

- **Senior Unreal Engine Developer - Magic Media** - 01/2025 – 03/2025  
'[Project Wraith](#)' (PC) – Fast-paced FPS shooter focusing on satisfying gunplay and back-to-basics playstyle.
- **Lead VR Developer - Freaks United** - 07/2024 – 12/2024  
'[Old Books and Dice](#)' (Meta Quest 2/Pro/3) – Immersive VR role-playing game that enables players to craft their perfect tabletop session  
'[CareerXR](#)' (Meta Quest 2/Pro/3) – Using VR and AI to transform the way people prepare for job interviews
- **Senior Gameplay Engineer - YUR** - 08/2022 – 07/2024  
'[YUR World](#)' (Meta Quest 2/Pro/3) – XR 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, DevOps, design, etc.)

---

- **Languages:** C, C++, C#, Java, Javascript, Python, Lua, Bash
- **Game Engines:** Unreal Engine, Unity, Godot
- **Version control:** Git, [GitHub](#), [GitLab](#) : setup and usage, Perforce, Plastic : usage
- **DevOps:** Azure, AWS, Jenkins
- **Knowledge in agile methodologies**
- **Gameplay Generalist** (C++/BP)
- **Gameplay Ability System (GAS)** (C++/BP)
- **High-end Networking** (Push Model/Replication Graphs)
- **Client-side Prediction & Server Reconciliation**
- **Lag Compensation** (Server-side rewind)
- **Server-side anti-cheats**
- **Backend Communication** (REST/JSON)
- **Steam, EOS, Photon Engine**

- **Playfab** (Authentication/Management)
- **Character/Vehicle Movement Physics**
- **UI & Tools** (UMG/Slate)
- **Game Analytics/Telemetry**
- **Engine Modifications**
- **Advanced Debugging**

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

## Education

---

**UNIFG** - Brazil

Bachelor Degree in Computer Science – 2016 ~ 2019