Athos Santos

Software Engineer / Game Developer

athosr.github.io

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

Professional experience

- **Lead VR Developer - Freaks United -** 07/2024 **–** Present
    'Old Books and Dice' (Meta Quest 2/Pro/3) **–** Immersive VR role-playing game that enables players to craft their perfect tabletop session

- **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, design, etc.)

- **Video games programming** (Gameplay**,** Multiplayer, AI, UI, tools)
- **DevOps:** Azure, AWS, Jenkins
- **Languages**: C, C++, *C#*, Java, Python, Lua, Blueprints, Bash
- **Game Engines**: Unreal Engine, Unity, Godot
- **Version control**: Git, *GitHub, GitLab* : setup and usage, Perforce : usage
- **Knowledge in agile methodologies**

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