Athos Santos

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Software engineer with over 6 years of professional experience, with strong experience in C++ and Unreal Engine, as well as frontend and backend development using JavaScript and Python.

WORK EXPERIENCE

Magic Media   **Jan. 2025 – Mar. 2025**
Senior Unreal Engine Developer   *Remote*
- Partnered closely with design and art teams to deliver high-fidelity user interfaces in Unreal Engine
- Converted Figma-based UI specifications into production-ready, interactive in-game interfaces
- Integrated UI systems seamlessly into gameplay flows, ensuring visual consistency and usability

Freaks United   **Jul. 2024 – Dec. 2024**
Lead VR Developer   *Remote*
- Leading development of immersive VR experiences for Meta Quest platform, overseeing technical architecture, gameplay systems, and team collaboration.
  - 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
- Architect and implement core VR gameplay systems including interaction mechanics, locomotion, and spatial audio
- Manage development pipeline and coordinate with cross-functional teams to deliver high-quality VR experiences
- Optimize performance for Meta Quest devices, ensuring smooth frame rates and immersive experiences
- Design and implement innovative VR interaction patterns that enhance user engagement and gameplay flow

YUR   **Aug. 2022 – Jul. 2024**
Senior Gameplay Engineer   *Remote*
- Developed gameplay systems for YUR World, an XR fitness game on Meta Quest platform combining exercise with immersive gaming

- Implemented fitness tracking integration, player progression systems, and engaging gameplay mechanics that motivate physical activity
- Optimized performance and battery usage for extended VR fitness sessions, ensuring smooth gameplay during intensive workouts
- Collaborated with design and art teams to create compelling fitness challenges and multiplayer features

StikiPixels   **Nov. 2020 – Aug. 2022**
Senior Unreal Engine Programmer   *Remote*
- Engineered core gameplay systems for Occupy White Walls, a sandbox-building, AI-driven MMO where players create and share art galleries
- Led gameplay and graphics optimization efforts, including extensive bug fixing and performance tuning, resulting in significant improvements in stability and overall runtime performance
- Developed systems for procedural content generation and player behavior analysis
- Implemented many multiplayer networking features supporting hundreds of concurrent players in shared virtual spaces
- Created building and customization tools allowing players to construct unique gallery experiences with advanced placement and physics systems

Daisu Games   **Jul. 2019 – Sep. 2020**
Gameplay Programmer   *Remote*
- Developed gameplay mechanics for multiple digital board game adaptations including Between Two Castles (PC), Infamy (Android, iOS), and Unearth (Android, iOS)
- Implemented cross-platform game logic ensuring consistent gameplay across PC and mobile platforms
- Created AI opponents and player progression systems for competitive and strategic gameplay
- Optimized mobile performance and touch controls for intuitive gameplay on Android and iOS devices

EDUCATION

UNIFG   **2016 – 2020**
Bachelor Degree in Computer Science   *Brazil*

SKILLS

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; Portuguese (native), English (fluent)