

Athos Santos

Software Engineer / Game Developer

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Pernambuco - Brazil

(Willing to relocate)

Professional experience

- **Gameplay Programmer - 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
- **Gameplay Programmer - 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)
- **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**

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