

# Athos Rodrigues

## Software Engineer / Game Developer

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

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Pernambuco - Brazil

(Willing to relocate)

### Professional experience

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- **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.)

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- 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

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**UNIFG** - Brazil

Bachelor Degree in Computer Science – 2016 ~ 2019