Caio Guedes de Azevedo Mota

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Software and Games Developer

EDUCATION
Federal University of Minas Gerais (UFMG)   03/2018 – 12/2022
Bachelor of Science in Computer Science

SKILLS
- Experienced in: C++, C#, Python, GLSL, OpenGL, Vulkan, CMake, SDL2, Win32
- Development software/tools: Unity, RenderDoc, PIX, Visual Studio Debugger
- Version control: Git, Perforce, SVN
- Languages: Brazilian portuguese (native), english (fluent)
- Comfortable working in legacy codebases, custom engines and proprietary APIs such as for current gen consoles.

WORK EXPERIENCE
Game Programmer — Manifesto Game Studios   11/2022 – Present
- Client-side programming for a live mobile game, using C++ in a custom legacy codebase.
- Helping deliver new gameplay items and fix bugs with external QA assistance.

Freelance Programmer — Starloop Studios   03/2023 – Present
- Fixing outstanding bugs for an upcoming console port of a PC title, using C++ and console APIs.

Game Engine/Console Programmer — Gamecraft Studios   02/2022 – 10/2022
- Responsible for porting an unannounced PC title to PS5 and Xbox Series consoles for international clients.
- Implemented and ported many areas of a large custom C++ codebase to console platforms (rendering, input, cutscenes, memory and more).
- Fixed many bugs and critical issues in the game's engine and graphics layer, improving performance, lowering memory requirements and matching console certification requirements.
- Made easy to use Python scripts for texture asset processing and automatic build packaging.

Game Programmer Intern — Plug & Boom   03/2021 – 01/2022
- Developed a series of online multiplayer board games for clients, using Unity and Photon PUN2.
- Worked in game session serialization and synchronization between clients.

Game Programmer Intern — Patada! Studio   03/2020 – 09/2020
- Helped programming gameplay, UI, advertisements and other systems in Unity for hyper casual game projects.

PERSONAL PROJECTS AND STUDIES
Typheus (C++, OpenGL)   https://github.com/caioguedesam/typheus
- In-development library for general purpose app and game development, focused in real-time 3D rendering.
- Currently the renderer has deferred shading with multiple lights, directional shadows with PCF filtering, multithreaded asset loading and more.

SSAO (C++, OpenGL, SDL2)   https://github.com/caioguedesam/ssao
- Final year project for my Bachelor's degree. Visual comparison between two implementations of ambient occlusion for 3D rendered scenes: SSAO (real-time) and offline raytraced.

Shock-a-Block (Unity, Android)   https://play.google.com/store/apps/details?id=com.WhimGames.ShockABlock
- Self published single-player puzzle game for mobile, with over 40 playable levels.
- Responsible for all art, programming, puzzle design and other game aspects.