

Caio Guedes de Azevedo Mota

Contact: caioguedesam@gmail.com | +55 (31) 98880-5063 | Belo Horizonte, MG, Brazil

Portfolio: <https://caioguedesam.github.io/> | Github: github.com/caioguedesam

Software and Games Developer

EDUCATION

Bachelor of Science in Computer Science

Universidade Federal de Minas Gerais (UFMG) — 2018 - 2022

SKILLS

- Professional experience in C++ and C# programming languages in console game and engine programming, on custom engines with latest-gen proprietary console APIs and commercial engines such as Unity3D.
 - Experienced with version control software (git, perforce, SVN).
 - Comfortable with Python scripting language for task and build process automation.
 - Graphics programming in modern graphics APIs using C++, such as OpenGL and DirectX12, shader programming with GLSL and HLSL, graphics debugging tools such as Microsoft PIX and RenderDoc.
 - Proficient in english: Cambridge Proficiency Exam certificate, level C2.
-

WORK EXPERIENCE

Software Developer — Gamecraft Studios (full-time, Feb 2022 - Oct 2022)

- Worked with a team of developers porting an unannounced PC title to latest-gen consoles (PS5, Xbox Series) for international clients;
- Translated custom game engine systems with a large existing codebase in C++ to a console layer. Meaningful contributions to core systems include rendering backend commands, cutscene file streaming, controller input, memory management and more.
- Debugging and profiling many aspects of the engine, helping to identify critical issues in the game's graphics layer and to achieve both performance and memory constraints for console, using tools such as Microsoft PIX and other proprietary profilers;
- Made various build scripts using Python to automate important tasks, such as build and packaging workflows and texture asset bulk processing;
- Providing assistance to external QA departments, to ensure a smoother testing pipeline for the port.

Gameplay Programming Intern — Plug & Boom (part-time, Mar 2021 - Jan 2022)

- Responsible for development of a series of institutional serious games for external clients;
- Programmed multiplayer systems in Unity using Photon framework, such as client-to-client synchronization and game session data retrieval systems;

Gameplay Programming Intern — Patada! Studio (part-time, Mar 2020 - Set 2020)

- Responsible for programming gameplay, UI, advertisements and other systems for small projects, targeted at the hyper casual games market, with rapid iteration and prototyping;
-

RELEVANT PROJECTS

Final Year Project, BSc Computer Science — SSAO: <https://github.com/caioguedesam/ssao>

- Implementation of the Screen Space Ambient Occlusion rendering technique, compared with a raytraced approach (RTAO) for the final article.
- Applied modern rendering architecture and algorithms, such as deferred shading and pass-based rendering;
- Developed with C++ using OpenGL as graphics backend and SDL2 for OS/window management.

Shock-a-Block: <https://play.google.com/store/apps/details?id=com.WhimGames.ShockABlock>

- Single-player puzzle game for Android platforms made with Unity, with over 40 playable levels;
 - Responsible for all aspects of the game: art, programming, puzzle design, etc.
-