

Mateus Gondim Lima

Physics / Graphics / Gameplay

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Objective

A position that utilizes my passion for graphics and game programming.

Personal Projects

T2DEngine

- 2D tile based game engine.

09/2017 - Present

Education

Universidade Federal da Bahia, Salvador, Brazil
Bachelor's Degree in Computer Science

03/2011 – 06/2017

Technical Skills

Graphics Programming
Game Engine Architecture
Gameplay Programming

Math & Physics Skills

3D Math
Linear Algebra
Calculus

Programming Languages

C / C++
HLSL / GLSL
C#
Lua
Haskell

Engines

Unity3D
Unreal Engine 4

Bilingual

Fluent in English