

MATEUS GONDIM LIMA

GAME PROGRAMMER

DETAILS

ADDRESS

Salvador
Brazil

PHONE

55 71 987555467

EMAIL

mateusgondimlima@gmail.com

LINKS

[Portfolio](#)

[GitHub](#)

[LinkedIn](#)

SKILLS

Graphics Programming

Game Engine
Architecture

Gameplay Programming

3D Math

Linear Algebra

Calculus

C/C++

GLSL

Unity3D

Ruby on Rails

React

jQuery

GitHub

LANGUAGES

English

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Portuguese

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OBJECTIVE

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

EDUCATION

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

Salvador

Mar 2011 — Jun 2017

EMPLOYMENT HISTORY

FullStack Web Developer, Oxeanbits

Salvador

Aug 2018 — Present

Administrated a team of programmers on the development of a powerful and flexible project management tool, which currently is used internationally, for the KAEFER company: the Digital Project Management Solution (DPMS). Worked as a back-end programmer, with Ruby on Rails, and, as a front-end programmer, with jQuery and React.

PERSONAL PROJECTS

T2D Game Engine

Nov 2017 — Sep 2020

A 2D Tile based Game Engine, with a companion demo, written in C++ with OpenGL.

- Sprite Animation module to construct and control Animation state machines from sprite atlases.
- Sprite Batching technique to render a group of sprites on a single OpenGL draw call.
- Custom Memory management system based on Pool Allocators.
- Generic Resource Management system, used in T2D to handle sprite atlases and shader files.
- Flexible Event System to allow sending custom messages between Game Objects.
- Integration with Tiled Level Editor to allow rendering Tile Maps defined in .tmx files.

Lux

Nov 2020 — Present

A global Illumination renderer, written in C++, that uses Monte Carlo path tracing to generate physically based images.

- Ray-triangle and Ray-sphere intersection.
- Specular and diffuse BRDFs.
- Thin Lens camera model.
- Multisampling with stratified and random sampling techniques.
- 3D Math library.