



Matheus Amazonas

Game Developer

Game developer with 6 years of experience on 2D, 3D and VR game development. Worked on Dutch, American and Brazilian markets. Shipped a total of 6 games (5 mobile, 1 web-based), 3 VR experiences and 1 terrain generation tool.

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WORK EXPERIENCE

inMotion VR

Remotely from Lyon, France

Game Developer (Mid)

May 2021 — Present

- Currently working on the development of CorpusVR, bringing Virtual Reality to physio- and neurotherapy.
- Participate in all aspects of development: conceptual design, planning, implementation, testing, bug fixing and overall project management.
- Supervise game development interns working on smaller VR projects.

Fantazm

's Hertogenbosch, The Netherlands

Game Developer (Mid)

Jan. 2020 — Apr. 2021

- Worked on the development of Corpus VR. Focused on gameplay programming and performance improvements.
- Designed and developed (both front- and backend) a WebGL multiplayer turn-based strategy game where you manage your own company.
- Participated in all aspects of development: conceptual design, planning, implementation, testing, bug fixing and overall project management.

Game Developer (Junior)

Oct. 2018 — Jan. 2020

- Developed, alongside Voedingscentrum, a VR experience that teaches children healthy eating habits.
- Worked on the development of CorpusVR, bringing Virtual Reality to physio- and neurotherapy.

SkyVu Entertainment

Omaha, USA

Game Developer

Jul. 2015 — Jun. 2016

- Worked on a Scrum team on "Overclock", an online FPS mobile game.
- Gameplay programming using Photon Networking, backend programming (JS with PlayFab) and performance improvements focused on iOS.
- Integrated third-party plugins: PlayFab, OneSignal, and GameAnalytics.
- Prototyped a VR experience (GearVR) using Unity3D.

Lumen Games

Aracaju, Brazil

Game Developer

Feb. 2015 — Jun. 2015

- Worked on a team to develop "Operação Abaporu", an investigation game focused on the Brazilian market.
- Created Unity Editor tools to handle the game database using Scriptable Objects.
- Developed game UI (layers, stacks and transitions) based on UnityUI.
- Reduced application size and memory usage in order to make the game available on older devices.

SkyVu Entertainment

Remotely from Aracaju, Brazil

Game Developer

Aug. 2014 — Dec. 2014

- Worked on a Scrum team developing the multiplayer infinite runner "Let it Goat".
- In addition to gameplay programming, developed a multiplayer mode with a leaderboard system and procedurally generated levels.

SKILLS & COMPETENCES

Game Development Unity 3D C#

Gameplay Programming VR Git

Performance Improvements C

Functional Programming Scrum

EDUCATION

MSc in Computing Science (Software Science Specialization)

Radboud University,
The Netherlands

08/2016 — 09/2018

BSc in Computing Science

Universidade Federal de Sergipe,
Brazil

02/2009 — 10/2014

Exchange Student (Computer Science)

University of Nebraska at Omaha,
USA

08/2012 — 06/2013

ACHIEVEMENTS

Orange Tulip Scholarship

06/2016 — 08/2018

Offered by the Dutch government to talented students, it allowed me to take my Masters at Radboud University.

Science Without Borders Scholarship

08/2012 — 08/2013

Offered by the Brazilian government, the SwB scholarship allowed me to study at University of Nebraska at Omaha for a full academic year.

LANGUAGES

English

Expert

Portuguese

Native

French

Intermediate (B1)