Matheus Amazonas Cabral de Andrade
Game Developer

Game developer with 5 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) and 3 VR experiences so far.

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WORK EXPERIENCE

inMotion VR
Game Developer (Mid)
Nijmegen, The Netherlands
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
Game Developer (Mid)
's Hertogenbosch, The Netherlands
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
Game Developer
Omaha, USA
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
Game Developer
Aracaju, Brazil
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
Game Developer
Remotely from Aracaju, Brazil
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)*