Francisco de Paiva Marques Netto

Software Engineer

Address

Av. João Ferreira de Melo, 2928, 59078-320, Natal, RN, Brazil

Contact

pvnetto1@gmail.com
+55 84 99929-4234

Socials

github
linkedin

Education

2014 - 2018 **Bachelor's Degree in Information Technology**

Universidade Federal do Rio Grande do Norte, Brazil

Main subjects: Programming, mathematics, computer science, software engineering, data structures, algorithms, web and game development.

Professional Experience

04/23 - now **Senior Gameplay Programmer**

Epic Games

- Developing Fortnite: Battle Royale, one of the most successful games of the decade.
- Activities: Implementing gameplay systems; profiling and analyzing console performance with Razor and Unreal Insights; implementing CPU, memory and networking optimizations; analyzing crash dumps; fixing bugs; mentoring; and reviewing code;

10/21 - 04/23 **Senior Game Engineer**

Aquiris Game Studio

- Porting Wonderbox, a sandbox action-adventure game originally made for iOS with Unreal Engine 4, to PC and consoles
- Activities: Implementing gameplay systems; implementing PS4, Nintendo Switch and XSX/XB1 platform requirements; implementing console-specific features; maintaining CI/CD pipelines; customizing and updating Unreal Engine; fixing bugs; mentoring; and reviewing code;

06/20 - 10/21 **Game Engineer**

Manifesto Game Studio

- Developing Growtopia, a large-scale multiplatform MMORPG, alongside Ubisoft Abu-Dhabi. Made for PC, Mac, iOS and Android with a proprietary C++ engine.
- Activities: Implementing gameplay features; implementing features on the proprietary engine; monitoring stability during releases; fixing bugs; mentoring; and reviewing code;

01/20 - 06/20 **Junior Front-End Developer**

AutoForce

- Maintenance and development of *Autódromo*, a content management system, as a JavaScript Developer.
- Activities: Implementing features; fixing bugs; and solo developing some of the company's side-projects, including their website.

06/18 - 06/19 **Scientific Initiation**

Universidade Federal do Rio Grande do Norte

- Design and development of a reinforcement learning toolkit using Python. You can find the project here.

Skills

Tools:

- Proficient in modern C++, C# and JavaScript (ES6+);
- Proficient in Unreal Engine 5 and Unity3D, having experience with custom engines;
- Proficient in game profiling tools, such as Unreal Insights and Razor;
- Proficient in console development tools (PS4, Nintendo Switch, XSX/XB1, etc);
- Familiar with computer graphics tools, such as OpenGL 3.3+, DirectX 12, bgfx, HLSL, GLSL, etc;
- Experience with version control systems, such as Perforce and Git;
- Experience with CI/CD tools, such as Jenkins, Groovy and GitHub Actions;
- Proficient in ReactJS, SASS, Bootstrap 4/5 and NodeJS;

Languages:

- Portuguese native;
- Advanced English (640 score on TOEFL ITP - 2015);
- Intermediate French (writing, reading).