Itch.io  GitHub  Linkedin  @devindie.br  matheuslima.o183@gmail.com

# VICTOR MATHEUS

Game Developer

**victormatheus.com.br**

## ABOUT ME

I am a versatile developer that has the 'problem-solving' skill that makes me love a challenge to enhance myself.

- 7 Years programming experience.
- 5 Years as Unity Developer.

## KNOWLEDGE

- Unity and C#
- Github
- Object-Oriented Programming.
- Clean Code.
- Notions of Game Design
- Asana
- Easy Save 3
- Odin Inspector
- Paradox Notion
- QA Notions

### EXTRAS:

- Wordpress.
- Web dev and PHP.
- Trello.
- Google Sheets

## CONTACT AND LINKS

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- Linkedin: /in/victor-matheus-dev/
- Github: github.com/DeVic-oliver
- Instagram: @devindie.br

## COURSES

**Universidade Tiradentes - (UNIT)**
COMPUTER SCIENCE BACHELOR - (2021)

**Unity Techonologies**
Unity Junior Programmer - 2022

## LAST PROJECTS

**Little Sim World - 2025**
Steam

**My Glorious Flavor - 06/2023**
Itchio - WebGL Game - Desktop Viewport

**Spaceships Radar - 03/2023**
Itchio - Tech Challenge - Desktop Viewport

## LANGUAGES

- Portuguese
  - Mother language.
- English:
- Japanese:
  - Basic reading.

# CAREER

## Unity Developer
Game Development

### Programmer at Blue Gravity Studios: 2023 - Now

I started as an intern in a programming role on the main internal project, Little Sim World, performing general tasks to fix minor issues and learn how the project worked. I quickly got along with the team and the project, and after a couple of weeks, I was promoted to a full-time junior programmer and began to receive more challenging tasks. It doesn't take much time to start developing my own systems following the design documentation. After gaining more experience and the trust of the producers, I was assigned to the narrative and quest system to team up with other developers and assist the responsible programmers at the time. Months later, I took on more responsibility starting leading the programming side of the quest system to enhance it and improve the development time.

### Responsibilities

- Responsible for the quest system implementation and enhancement.
- Perform local QA on questlines before making the build to send to the QA department to save time.
- Keep good communication with the team.
- Amend obsolete feature issues.
- Follow the design documents and propose changes or improvements if possible,
- Write daily reports of the working day.
- Keep good productivity levels to not delay features or patches unnecessarily.

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### Freelancer: 2021 - 2023

Prototyping and programming games focusing on obtaining a cleaner and scalable code after achieving the desired result, as well as a clean project with consistent naming to facilitate identification within the Workspace. In addition, play-testing to ensure that there are no glitches or malfunctions in the game.

### Responsibilities

- Prototyping.
- Integration with animations and audio.
- Set design patterns to solve common problems.
- Clear and improve code and its quality.
- Fix bugs.
- Commit the changes on GitHub.
- Deploy.

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## Web Developer
Digital Marketing

### Abrasivo Digital Studio: 2020 - 2023

Development of websites using Wordpress, PHP, Html, Css, Js and jQuery.

Also maintenance and improvement of exisitng websites and general integrations with services of all kinds like payment gateway and shipping services with woocommerce, Google Analytics, AWS and Hosts.

### Responsibilities

- Wordpress Sites Development.
- Institutional & E-commerce development.
- General Maintenance,
- Theme development.
- General Integrations.