

Victor Matheus

Game Developer | Unity Developer | C# Programmer

[Aracaju, Sergipe, Brazil] | [+5579996033486] | [matheuslima.o183@gmail.com]

Professional Summary

Game developer with six years of experience on Unity and focused on programming the gameplay, but I'm also used to helping with different tasks when necessary, such as QA and creating pipelines to improve the workflow on the team. I have faced a few challenges on a project after its release, taking the lead to think and provide solutions or ways to enable the team to work to reverse the situation, not only for unforeseen issues tied to systems I was responsible for but also for issues the team wasn't able to reproduce. That experience taught me a lot about taking the lead sometimes, working processes, time management, and working under pressure.

My coworkers usually see me as a pleasant person to work with and as competent at completing tasks that can be considered hard or extremely annoying, while still maintaining good communication and prioritizing quality over quantity.

Skills

- Unity Engine
- C#
- Unity Databox
- Ease Save 3
- Node Canvas
- Gameplay Programming
- Problem Solving
- Team Collaboration
- QA notions
- Design notions
- Git and GitHub
- Fast learning
- Google Sheets

Professional Experience

Unity Developer - Blue Gravity Studios (2023)

I worked primarily as a gameplay programmer responsible for the quest system, but I also helped with QA procedures and pipelines for the patch development cycle and onboarding new programmers. After gaining more experience and advancing in seniority, I became responsible for more features, such as item maintenance in the game and patch cycle.

Education

- Bachelor's Degree in Computer Science
 - Universidade Tiradentes — Aracaju, Brazil (2016 – 2021)

Additional Information

- Languages
 - Portuguese
 - English
- Portfolio
 - <https://victormatheus.com/>
- LinkedIn
 - www.linkedin.com/in/victor-matheus-dev