Victor Matheus

Unity Developer | QA

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Professional Experience

Little Sim World at Gravity Software (Jan 2025 to Nov 2026)
Unity Developer

- Main Unity developer responsible for addressing major bugs on at least 5 systems in the project that weren't related to the UI or Multiplayer.
- Responsible for at least 6 patch release procedures, ensuring the team was aligned with the patch deadlines through constant communication.
- Responsible for guiding at least 3 junior developers on the systems in the project and procedures.
- Responsible for optimizing the game and reducing lag spikes during loading screens.
- Helped with community management on the bugs channel, taking notes and addressing many bugs.
- Fixed design and programming mistakes in the fishing and painting systems, removing the randomness and enhancing the feeling of reward and progression.
- Supported the mobile team with QA sessions and guidance on base systems on PC.
- Responsible for maintaining the quest system and systems left by former developers, addressing bugs and mistakes in the implementation of the design.
- Responsible for implementing items and the game's narrative.
- Helped juniors get started on the project and made sure they were able to complete their tasks within their deadline.
- Helped the QA department develop a pipeline to test the main quests and detect bugs before publishing the update.
- Led QA sessions to find stuttering and crashes on weak devices and optimize the game for them.
- Bug fixing and debugging.

Little Sim World at Gravity Software (Dec 2023 to Dec 2024)
Junior Unity Developer

- Helped the seniors with their tasks to reduce overwhelm in the team.
- Implemented small features assigned by producers.
- Kept documentation updated.
- Suggested fixes and tweaks to designs to cover blind spots.
- Helped the QA department, participating in small QA sessions.
- Bug fixing and debugging.

Skills

- Unity Engine
- Unity Cloud
- C#
- Git and GitHub
- Unity Databox
- Ease Save 3
- Node Canvas
- Notions of game design
- Notions of Quality Assurance

Education

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

Additional Information

- Languages
  - Portuguese (Mother language)
  - English (C1)
- Portfolio
  - https://victormatheus.com/
- Linkedin
  - www.linkedin.com/in/victor-matheus-dev