

MATEUS MESQUITA

Senior Programmer

Fluent in system and game programming, I possess a profound understanding of C++ and demonstrate exceptional debugging abilities. Leveraging my strong social skills and empathy, I actively encourage individuals to think outside the box and strive to create an environment where they feel comfortable doing so. Throughout my 8+ years of programming experience, I have worked with various languages and platforms across a wide range of project types, allowing me to gain valuable insights and expertise.

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References available on request

EXPERIENCE



HypeJoe Games
São Paulo, Brasil

Tech Lead
Jun 2024

Senior Programmer
Mar 2024 - Apr 2024

UNIQKILLER

PC | MOBILE

TECH LEAD:

- Led an 8-person engineering team through Gameplay, Core Systems, DevOps, Backend, and QA, driving technical strategy and execution.

KEY CONTRIBUTIONS:

- Architecture & Scalability:**
Created and deployed a multi-layered architecture with Unreal Engine on the client side, AWS GameLift for game servers, and microservices based on Node.js running on AWS. Used Docker and Kubernetes to scale more efficiently, with lower latency and greater performance.
- Team Leadership:**
Managed agile workflows, mentored engineers, and aligned technical decisions with business goals. Conducted code reviews, set coding standards, and established best practices. Performed 1:1s, career development, and performance evaluations.
- Innovation & Optimization:**
Conducted the implementation Epic's Mutable System for customization. Designed and implemented company core infrastructure. Brought the game technologies like Amazon AWS and Game Lift, and Lambda.
- Continuous Learning & Certifications:**
Proactively pursued professional development, earning 30 LinkedIn Learning certifications in software architecture, cloud computing, DevOps, and leadership. Applied new knowledge to optimize workflows, improve system scalability, and mentor the team with industry best practices.

TECH:

- UE5, C++, Blueprints, AWS, GameLift, Lambda, Node.js, Docker, Kubernetes, Jenkins, Git.



Globant / Epic Games
USA (Freelance)

Senior UI Programmer
2023

FORTNITE

PC

PROGRAMMING

- Contributed to the Epic team's redesign and implementation of the New Locker for Fortnite.
- Utilized cutting-edge, unreleased UE5 features to craft the innovative Locker experience.
- Engaged in company-wide efforts to address bugs and incorporate essential features for the imminent release.
- Optimized Blueprints and C++ code. Applied expertise in the new MVVM framework for UMG in UE5.

TECH:

- Unreal Engine 5, UMG Blueprints, C++, Perforce, MVVM



unakin.ai
UK (Freelance)

Lead Tools Engineer(Editor)
2023

UNAKIN AI AGENT

PC

ENGINEERING UNITY TOOLS

- Collaborated closely with the AI team to outline requirements for implementing tools that integrate Unakin's custom LLMs (Large-Language-Models) into the Unity Editor.
- Developed prototypes and custom editor modules using both Unity UI and Unity UI Toolkit (UXML) with MVVM architecture, contributing to the company's success in securing investment during the seed phase.

TECH:

- Unity Engine, Unity UI and Toolkit (UXML), C#, MVVM.



Ubisoft
Kyiv, Ukraine

Senior Programmer
Nov 2020 - Sep 2022

FAR CRY 6 - LOST BETWEEN WORLDS (DLC)

XS | PS5 | XB1 | PS4 | PC

ACCESSIBILITY:

- Bug fixing for *A11Y* components.
- Worked with Ubisoft's Dunia engine and Phoenix UI.

TECH:

- Dunia Engine, Phoenix UI, C++, Perforce, Vivox.

SKULL AND BONES

XS | PS5 | PC | Luna

ACCESSIBILITY:

- Part of a core engineering effort to implement state-of-art *A11Y* features.
- Co-Designed the *A11Y* Menu Components System.
- Collaborated with multi studio teams to achieve CVAA compliance (Kyiv, Berlin, Odessa).
- Worked with Ubisoft's Anvil engine and Phoenix UI.

RESEARCH:

- Responsible for research possible solutions for Text-to-Speech and Speech-To-Text.

TECH:

- Anvil Engine, Phoenix UI, C++, Perforce, Vivox.



Wargaming
Minsk, Belarus

Tools Programmer
Jun 2020 - Nov 2020

Game Programmer
Oct 2019 - Jun 2020

WORLD OF TANKS - BLITZ

Mobile

USER INTERFACE (UE4):

- Implemented Unreal Motion Graphics (UMG) components and Fixed layout problems.
- Implemented a corrected ballistic HUD placement.

GAMEPLAY:

- Worked with design team to improve camera control.
- Moved blueprints to C++

TECH:

- Unreal Engine 4, UMG Blueprints, C++, Perforce.

UNANNOUNCED TITLE

PC | PS4 | XBOX | Switch

SERVER PROGRAMMER:

- Implemented meta game microservices using: Linux, Python, Kubernetes, Docker, AWS
- Leaderboards, Matching Making, Replay.

TESTING FRAMEWORK (UE4):

- Assisted the team-wide push for having early and extensive gameplay testing.
- Authored a framework to auxiliary the gameplay testing.
- Implemented great amount of unit tests throughout the whole project.
- Improved metrics by reducing QC defects.

TECH:

- Unreal Engine 4, C++, Python, Perforce, Kubernetes, Docker, AWS, SQL and NoSQL databases.



Miniclip
Lisbon, Portugal

Game Programmer
May 2018 - Aug 2019

8 BALL POLL

Mobile | Web

SEASON PASS:

- Part of the design team for the Season Pass feature.
- Active member of the grooming sessions.
- Worked close to Art and UX team to creation of new UI components.

WEB PORT:

- Extensive work with Emscripten.
- Implement set of missing mobile features, required to game to run in the browser.
- Optimize loading for Browser, cutting the loading time by 30%

TECH:

- Cocos2d-x, C++, Javascript, Emscripten, Git.

PACMAN.IO

Web

PROGRAMMING:

- Worked close to production to push the project to completion.
- Client and Server Programming.
- Improvements to rendering routines, gaining ~36% (~30fps -> ~41fps)..
- Created a runtime texture packer algorithm (bin-packing) reducing memory usage.
- Improved networking data structures reducing bandwidth.

TECH:

- Internal Engine, C++, Javascript, Web Canvas, Git.

OTHER ACHIEVEMENTS

C++ CLUB

- Company-wide knowledge sharing and best practices support.

SPEAKING / LECTURES

- Company-wide knowledge sharing and best practices support.
- Inline your Code: (<http://tinyurl.com/yyhyhkt4>)
- Pointers and how to use them right: (<http://tinyurl.com/yyw3yhw3>)
- Unit tests using Catch2: (<http://tinyurl.com/yyfnjcor>)
- Value Categories: (<http://tinyurl.com/y69d63qq>)
- Special Functions: (<http://tinyurl.com/y343ulws>)
- Web Optimizations: (<http://tinyurl.com/y6k89932>)
- Data Types: (<http://tinyurl.com/y28n4znb>)

VOLUNTEERING:

- Vamos Desenvolver Video Games (Miniclip Gives): <http://tinyurl.com/yyrtpqlo>Lectures



Firehorse Studio
Sao Paulo, Brazil

Game Programmer
Nov 2016 - Nov 2017

KILLERS AND THIEVES

Steam

PROGRAMMING:

- Improve game for publishing by adding features and fixing bugs.
- Work extensively to optimize Lua and Unity interop code.
- Implemented UI features in Unity and Gameplay features in Lua.
- Implement and refine AI algorithms for heists.
- Implement Steamworks API

TECH:

- Unity, Lua, C#, C++ and Git

THE BANNER SAGA 1 AND THE BANNER SAGA 2

Mobile

PROGRAMMING:

- Add support to build the game to another platform.
- Fixed I18N problems.
- Worked with Action Script 3, Ant and Mercurial

TECH:

- Action Script 3, Ant, Mercurial

LIKE A BOSS

Mobile

ADDITIONAL PROGRAMMING:

- Bug fixing, Refactoring, Performance Optimizations, UI polishing.

TECH:

- Unity, C#, NGUI, DOTween, GSFU, Git.

"LET THEM COME" AND "AT SUNDOWN"

Middleware

ADDITIONAL PROGRAMMING:

- Integrated Alienware AlienFX SDK to the game.
- Created external api to be called by the programmers.
- Game Maker, Unity, AlienFx SDK, C++, JIRA

TECH:

- Game Maker, Unity, AlienFx SDK, C++, C#, Git.

CARTOON NETWORK - FIST PUNCH 2

Web

ADDITIONAL PROGRAMMING:

- Improved the game adding keyboard navigation.

- Refactored the menu system.
- Fixed localization problems.

TECH:

- Unity, C#, Git.

CERTIFICATIONS:

- Microsoft - MTA-98-373
- Microsoft - MTA-98-361

OTHER EXP:

- Senior Backend Developer
Banco Pine (Freelance) - 2024
- iOS Developer
Ginga.One - Dec 2015 - Mar 2016
- Creative Programmer
Imidiar - May 2015 - Mar 2016
- Programmer
EAZZ Games - Jan 2012 - Jan 2013
- Intern
Microsoft Innovation Center - Jan 2011 - Jan 2013

AWARDS:

- The Mistral Report - Retro Zaragoza 2018
- Microsoft Student Partner (2011 - 2013)

OTHER:

- I do programming to retro computers
- I play bass guitar
- My favorite food is: Драники
- I've created a lot of education material in the places that I worked

SKILLS**LANGUAGES:**

- C / C++
- Javascript / Typescript
- Shellsript / Powershell
- Python
- C#
- Objective-C

ENGINES / TOOLS

- Unreal Engine 5
- Anvil and Dunia (Ubisoft)
- Unreal Engine 4
- Unity
- Pixi.js, Web Canvas API
- Cocos2d-x

OTHER:

- JIRA
- Git
- Perforce
- Photoshop (Script)
- Powershell

LANGUAGES:

- Portuguese mother-tongue
- English fluent
- Spanish medium
- Russian basic
- Ukrainian basic