

Mateus Augusto Sartori Martins

São Caetano do Sul, São Paulo, Brazil | mateus.agusto2003@gmail.com | +55 11 97678-8087 | Portfolio
linkedin | Github

Summary

I'm a game programmer and software engineer from Brazil, creating worlds and experiences that impact people is my passion. I'm specializing in systems and gameplay programming, focused on writing efficient, clean code and tackling new challenges in game development.

Skills

- Highly skilled using Unity/Unreal Engine, expert in C#/C++ with 4+ years of experience
- Mobile and XR game development using C# and Unity
- Game Systems Architecture Design
- Performance Optimization Strategy
- Cross-Platform Development Methodology
- Git / Github
- SOLID Principles / Agile/ Scrum

Experience

Indie Game Developer

Mar 2021 – Present Day

- **Again, Again and Again - Game Programmer** - A Roguelike 2D Topdown based on The Binding of Isaac and Hades that is currently being made on Godot Engine using GDScript and C#
 - Game loop development
 - AI Enemy System
 - AI Boss System
 - Powerup System
 - Dash System
- **Lush - Personal Project** - A walking simulator in a procedural generation environment with horror aspects that I designed and developed using Unity 6 and C#.
 - Sound Design
 - Procedural Generation
- **Project Room - Personal Project** - A 3D Low-Poly FPS dungeon crawler made Using Unity3D, C# and Blender
 - Level Design
 - AI Enemy System
 - 3D Models and Animations
 - Modular Weapon System

Education

USCS - Universidade Municipal de São Caetano do Sul, BS in Computer Science

Feb 2022 – Dec 2025

- **Coursework:** Computer Architecture, Data structures and algorithms, Machine learning, Applied Statistics
Comparison of Learning Algorithms, Computational Theory

Language

- Portuguese (Native)
- English (Fluent)
- Spanish (Basic)