

Mateus Augusto Sartori Martins

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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

- Developing games using Unity/Unreal Engine, expert in C#/C++
- Game Systems Architecture Design
- Programming Shaders using ShaderLab/ Shader Graph
- Performance Optimization Strategy
- Cross-Platform Development Methodology
- Git / GitHub
- SOLID Principles / Agile/ Scrum

Experience

Indie Game Developer

2022 – Present Day

- **Again, Again and Again - Game Programmer - GMTK Game Jam 2025** - A Rogue-like 2D Topdown based on The Binding of Isaac and Hades that is currently being made on Godot Engine using GDScript and C#
 - **Contributions:** Game Design, Time loop system, Enemy AI State-machine behavior, Power ups and Abilities System
- **Lush - Personal Project (2025)** - A walking simulator in a procedural generation environment with horror aspects that I designed and developed using Unity 6 and C#.
 - **Contributions:** I developed the procedural world generation system via chunk rendering, Audio design, 3D models and Animations
- **Shooter Squad - Personal Project (2023)** - A third person shooter with a level design based on old boomer shooters, Made on Unreal Engine 5 using C++
 - **Contributions:** Modular weapon system, Enemy behavior State-Trees and Path-Finding
- **Project Room - Personal Project (2022)** - A 3D Low-Poly FPS dungeon crawler made Using Unity3D, C# and Blender
 - **Contributions:** Boomer shooter Gameplay systems, Level Design, AI Enemy State Machine, 3D Models and Animations

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)