

Saulo Soares

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EXPERIENCE

LabTIME

Lead Game Programmer

Jun 2023 - Present, Goiás, Brazil

Project Management

- Manage a team of five game programmers
- Conduct code reviews to ensure adherence to defined coding conventions and documentation style (Javadoc)
- Hold weekly meetings with the Animation and 3D Artists teams
- Use Scrum agile methodology with bi-weekly sprints
- Configure a Perforce Helix Core server
- Administer Perforce Helix Core users, depots, and backups
- Set up automated testing on the Jenkins server
- Make architectural design decisions using Unreal Engine's modules, subsystems, and SOLID principles
- Maintain and document core game systems on Notion
- Maintain and document game programmers team workflow on Notion
- Create and maintain UML class diagrams

Core Gameplay Systems

- Implemented Needs-Based AI (Utility AI) integrated with the Gameplay Ability System (GAS) for The Sims-like NPCs
- Developed a comprehensive quest system with failure conditions, prerequisites, automatic rewards, and a quest log
- Implemented third-person character movement with game camera functionalities
- Created a puzzles base system
- Game states management system
- Set up automated tests, including unit and functional tests
- Developed character object pick-up actions with hand and fingers IK

LabTIME

Gameplay Programmer

Mar 2020 - Jun 2023, Goiás, Brazil

Generalist Game Programming

- Worked as a Generalist Game Programmer for educational games using Unreal Engine 4 (C++), Unity 3D, and other technologies.
- Collaborated closely with 3D artists, design, and animation teams to develop various educational games, including those for citizenship education, math education mobile games, puzzle-based science games, informative videos with metahumans, and an Arduino simulator.
- Contributed to core gameplay systems, such as dialogue, save, and puzzle systems
- Implemented multiple puzzle/mini-game logics
- Bug fixing and game tweaks
- Game scripting: NPCs, dialogues, and level scripting
- Game packaging for diverse platforms, and deployment on servers and mobile stores (Play Store and Apple Store).

SUMMARY

Game programmer with a passion for crafting immersive digital experiences. With a strong foundation in Unity and Unreal Engine, I've contributed to the development of diverse gaming projects. From crafting complex gameplay systems to project management, I thrive on turning ideas into reality through effective, well-organized code.

SKILLS

Game Engines	Unreal Engine 5 / 4, Unity
Languages	C, C++, C#, Python
Versioning	Perforce Helix Core, Git
Project Management Software	Trello, Gitlab, Visual Studio, JetBrains Rider

EDUCATION

Universidade Federal de Goiás **Goiás, Brazil**
Master of Science - Computer Science

Universidade Federal de Goiás **Goiás, Brazil**
Bachelor of Science - Computer Science

LANGUAGES

- Portuguese (Native)
- English (Advanced)

INTERESTS

- Playing the guitar
- Cooking
- Learning game programming