

MATEUS MESQUITA

Senior Programmer

I'm fluent in system and game programming with deep knowledge of C++ and awesome debugging abilities. With high social skills I try to help people find better ways to think out of the box and be comfortable with that. From my 8+ years of programming experience I enjoyed the work in a lot of languages and platforms in a myriad of project types.

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References available on request

EXPERIENCE



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.

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.



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++

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.



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%

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).

MISC++ Club: company-wide knowledge sharing and best practices support.

Speaking:

- 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/yyrtpqloLectures>



Firehorse Studio
Sao Paulo, Brazil

Game Programmer
Nov 2016 - Nov 2017

KILLERS AND THIEVES

Steam

SEASON PASS:

- 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
- Worked with: Unity, Lua, 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

LIKE A BOSS

Mobile

ADDITIONAL PROGRAMMING:

- Bug fixing, Refactoring, Performance Optimizations, UI polishing.
- Unity, C#, NGUI, DOTween, GSFU

"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

CARTOON NETWORK - FIST PUNCH 2

Web

ADDITIONAL PROGRAMMING:

- Improved the game adding keyboard navigation.
- Refactored the menu system.
- Fixed localization problems.

CERTIFICATIONS:

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

OTHER EXP:

- iOS Developer
Ginga.One, December 2015 - March 2016
- Creative Programmer
Imidiar, May 2015 - March 2016
- Co-founder
EAZZ Games, January 2012 - January 2013
- Intern
Microsoft Innovation Center January 2011 - January 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
- Python

ENGINES / TOOLS

- Anvil and Dunia (Ubisoft)
- Unreal Engine 4
- Cocos2d-x

OTHER:

- JIRA
- Git
- Perforce

LANGUAGES:

- Portuguese mother-tongue
- English fluent
- Spanish medium

- Shellscript
- C#
- Objective-C

- Unity
- Pixi.js, Web Canvas API

- Photoshop
- PS Scripting
- Powershell

- Russian basic
- Ukrainian basic