

MATHEUS SIMÕES

SENIOR GAME DEVELOPER

Unity · Unreal Engine 5 · C# / .NET · VR / AR / XR · Backend & Applied AI
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SUMMARY

Senior Game Developer with 10 years of experience in game and software development, specialized in Unity, Unreal Engine 5, and C#, with strong backend foundations (.NET, Python, PHP, AWS). Deep expertise in Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (XR) — from gameplay programming and performance optimization to publishing on the Meta Quest Store, Apple App Store, and Google Play. Shipped a mobile game with 100K+ downloads and 43+ immersive brand experiences, founded a studio delivering products end-to-end — from architecture to pricing — and has 5+ years of remote delivery in English for clients in the US, Canada, and Portugal. Pursuing an M.Sc. in Computer Science (Machine Learning) at Georgia Tech, applying computer vision and Large Language Model (LLM) integration to games and XR.

KEY ACHIEVEMENTS

- **100K+ downloads** — My Zombie World on Google Play, one of 18+ hypercasual Unity titles shipped at 67 Bits Studio.
- **43+ immersive projects** — AR/VR/interactive experiences delivered for global brands including Paramount, Nickelodeon, Mattel, Peppa Pig, and Globo TV.
- **International remote delivery** — 5+ years working in English with clients and studios in the US, Canada, and Portugal.
- **Leadership & product ownership** — currently Senior Developer & Lead Product Owner at Real Games Studio; previously promoted to Team Leader at 67 Bits.

CORE SKILLS

Game Development Unity 3D, Unreal Engine 5, Gameplay Programming, Multiplayer, Physics, Performance Optimization, Shaders, Mobile Games (Android/iOS), WebGL, Cross-platform Development, Godot

Languages C#, .NET, Python, PHP, JavaScript, HTML/CSS, SQL (MySQL)

XR Virtual Reality (VR), Augmented Reality (AR), Mixed Reality (XR), OpenXR, Meta (Oculus) SDK, AR Foundation, MRTK2, Meta Quest

AI / ML Computer Vision (OpenCV, YOLO, PyTorch), AI-based image processing, Large Language Model (LLM) integration — local (Ollama) and API, Whisper speech-to-text

Backend & Cloud Amazon Web Services (AWS: S3, RDS, EC2), REST APIs, ASP.NET MVC, MySQL, Docker, Microsoft Azure DevOps

Publishing & Payments Google Play, Apple App Store & Meta Quest Store publishing; in-app payments (Stripe, Apple Pay, Google Pay)

Practices Git/GitHub, Continuous Integration/Continuous Deployment (CI/CD) with GitHub Actions, Agile (Scrum/Kanban), Code Review, System Design, Product Ownership, Team Leadership, Cross-functional Collaboration

PROFESSIONAL EXPERIENCE

Senior Developer & Lead Product Owner · [Real Games Studio / YDreams Global](#) Nov 2023 – Present

- Promoted from Game Developer & Technical Artist to Senior Developer & Lead Product Owner, now owning product decisions and technical direction across the studio's interactive projects.
- Delivered 43+ immersive games and interactive installations for global brands — Paramount, Nickelodeon, Mattel, Peppa Pig, Hello Kitty, Globo TV (GEX), Turma da Mônica, and the Rio Olympic Museum.
- Build VR/AR/XR experiences in Unity (OpenXR, Meta SDK) and own features end-to-end — gameplay programming, shaders, performance optimization, asset integration, and on-site deployment — under fixed live-event deadlines.

Founder & Lead Developer · [TopMid Studio](#) — [Brazil](#) 2020 – Present

- Founded and run a studio delivering client products end-to-end — owning proposal, pricing, architecture, development, and deployment — across Unity, Unreal Engine 5, and web.
- Develop VR digital-twin training simulations for enterprise clients, helping companies train employees across multiple industries.
- Architecting an AI-powered WhatsApp assistant SaaS for restaurants: Large Language Model (LLM) integration, workflow automation (n8n), Evolution API, and Supabase, with tiered subscription pricing — owning product strategy and infrastructure costs.
- Built VR interaction prototypes including realistic driving mechanics and physics-based hand interactions (grab, throw, and catch) with OpenXR, Meta SDK, AR Foundation, and MRTK2.

Backend & Game Developer (Remote) · [Lumina Lab — Miami, US](#)

Feb 2025 – Jul 2025

- Developed a VR + AI product for architecture professionals that generates dynamic construction models, combining a Unity (C#) client with a .NET and Python/PyTorch backend for AI-based image processing (computer vision).
- Shipped builds to the Meta Quest Store, Apple App Store, and Google Play; implemented in-app payments with Apple Pay, Google Pay, and Stripe.
- Created an Autodesk Revit add-on integrating the product into professional BIM workflows.
- Automated CI/CD pipelines with GitHub Actions — build configuration, automated testing, and multi-store deployments.

Game Developer (Remote) · [Sony Music Entertainment](#) May 2024 – May 2025

- Built a multiplayer corporate game in Unity (WebGL) used across teams: company-wide messaging, internal project submission and voting, and quiz systems.
- Designed and built the AWS backend (S3, RDS, EC2) in PHP and JavaScript with MySQL, exposing REST APIs consumed by the Unity client company-wide.
- Maintained CI/CD pipelines with GitHub Actions for automated builds, tests, and deployments.

Game Developer · [Clickidea Educational Technology — Brazil](#) Jul 2022 – Aug 2023

- Independently created educational games and interactives for K-12 public education in Unity, Construct 3, and Phaser — owning each piece from development to portal approval, and publishing WebGL/mobile builds to the learning portal via AWS.

Game Developer & Team Leader · [67 Bits Studio — Brazil](#) Mar 2022 – Mar 2023

- Promoted from Game Developer to Team Leader; led the team shipping 18+ hypercasual mobile titles in Unity/C# to Google Play — including **My Zombie World** (100K+ downloads) — owning the delivery pipeline and code standards.
- Integrated Android and Facebook SDKs (analytics/ads) and published releases to Google Play.

Game Developer (Remote) · [Black Mamba Games Studio — Portugal](#) Dec 2021 – Aug 2022

- Developed a Web/mobile NFT game in Unity/C#, implementing marketplace and blockchain integrations.

Junior Game Developer (Remote) · [Perimeter / Marathon — Montreal, Canada](#) Jun 2021 – Aug 2021

- Delivered professional parametric-design software (custom drawer construction) in Unity/C# with WebGL deployment, in a 3-month engagement.
- Worked fully in English with weekly client meetings, using Kanban for planning and Git/GitHub for versioning.

Full-stack Developer · [GoFretes — Brazil](#) Sep 2021 – Jan 2022

- Built freight-quotation web features in ASP.NET MVC, C#, JavaScript, and MySQL, with versioning on Microsoft Azure.

Earlier experience (2015–2021): IT support and systems administration roles (networks, servers, backups) in accounting, healthcare, and legal offices.

RESEARCH

Undergraduate Research — VR + AI for Social Phobia Treatment · [Catholic University of Petrópolis \(UCP\)](#) 2015 – 2019

- Developed a VR exposure-therapy system grounded in Cognitive Behavioral Therapy, with AI mediation based on Feuerstein's scales to adapt session difficulty, in collaboration with psychologists.
- Implemented in Unity/C#, initially targeting Google Cardboard and later Meta Quest 2, with MRTK2 experiments later applied at TopMid; currently extending this work with local LLM integration (thesis project).

EDUCATION

M.Sc. in Computer Science — Machine Learning specialization · [Georgia Institute of Technology \(OMSCS\), USA](#) 2026 – Present**B.Eng. in Computer Engineering** · [Catholic University of Petrópolis \(UCP\), Brazil](#) 2017 – 2021

LANGUAGES

Portuguese Native

English Professional working proficiency (daily use with international clients since 2021)