



# Matheus Amazonas

## Senior Game Developer

Game developer with 9 years of experience on 2D, 3D and VR game development. Worked on Dutch, American and Brazilian markets. Shipped a total of 6 games (5 mobile, 1 web-based), 3 VR experiences and 1 terrain generation tool.

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## WORK EXPERIENCE

### inMotion VR

Remotely from Lyon, France

#### Senior Game Developer

Apr. 2024 — Present

- Lead the Corpus VR development team (3 other developers, 1 intern), bringing Virtual Reality to physio- and neurotherapy.

#### Mid Game Developer

May 2021 — Apr. 2024

- Document best practices, internal procedures and body of knowledge.
- Participate in all aspects of development: conceptual design, planning, implementation, testing, bug fixing, delivery and project management.

### Fantazm

's Hertogenbosch, The Netherlands

#### Mid Game Developer

Jan. 2020 — Apr. 2021

- Worked on the development of Corpus VR. Focused on gameplay programming and performance improvements.
- Designed and developed (both front- and backend) Parker - the Game, a WebGL multiplayer turn-based strategy game where you manage your own company.

#### Junior Game Developer

Oct. 2018 — Jan. 2020

- Developed, alongside Voedingscentrum, a VR experience that teaches children healthy eating habits.
- Worked on the development of Corpus VR, bringing Virtual Reality to physio- and neurotherapy.

### SkyVu Entertainment

Omaha, USA

#### Game Developer

Jul. 2015 — Jun. 2016

- Worked on a Scrum team on Overclock, an online FPS mobile game.
- Gameplay programming using Photon Networking, backend programming (JS with PlayFab) and performance improvements focused on iOS.
- Integrated third-party plugins: PlayFab, OneSignal, and GameAnalytics.
- Prototyped a VR experience (GearVR) using Unity.

### Lumen Games

Aracaju, Brazil

#### Game Developer

Feb. 2015 — Jun. 2015

- Worked on a team to develop Operação Abaporu, an investigation game focused on the Brazilian market.
- Created Unity Editor tools to handle the game database using Scriptable Objects.
- Developed game UI (layers, stacks and transitions) based on UnityUI.
- Reduced application size and memory usage in order to make the game available on older devices.

### SkyVu Entertainment

Remotely from Aracaju, Brazil

#### Game Developer

Aug. 2014 — Dec. 2014

- Worked on a Scrum team developing the multiplayer infinite runner Let it Goat.
- In addition to gameplay programming, developed a multiplayer mode with a leaderboard system and procedurally generated levels.

## SKILLS

Game Development

Unity

C#

Gameplay Programming

VR

Git

Performance Improvements

C

Functional Programming

Scrum

## EDUCATION

### MSc in Computing Science (Software Science Track)

Radboud University,  
The Netherlands

Aug. 2016 — Sep. 2018

### BSc in Computing Science

Universidade Federal de Sergipe,  
Brazil

Feb. 2009 — Oct. 2014

### Exchange Student — Computer Science

University of Nebraska at Omaha,  
USA

Aug. 2012 — Jun. 2013

## ACHIEVEMENTS

### Orange Tulip Scholarship

Jun. 2016 — Aug. 2018

Offered by the Dutch government to talented students, it allowed me to take my Masters at Radboud University.

### Science Without Borders Scholarship

Aug. 2012 — Aug. 2013

Offered by the Brazilian government, the SwB scholarship allowed me to study at University of Nebraska at Omaha for a full academic year.

## LANGUAGES

English

Portuguese

French

Expert

Native

Intermediate (B1)