

# Caio Santos

## Unreal Engine Programmer

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## Experiences

### Hypersonic Laboratories – California, United States

#### Unreal Engine Programmer

Dez 2022 ~ Dez 2024 (2 years)

- Developed core gameplay systems and UI for *HELIX*, an open-world sandbox game using Unreal Engine 5 and C++.
- Implemented client-side features including **Friend System**, **Matchmaking**, **Chat**, **Item Creation**, **Shop**, etc.
- Integrated communication between Game Client and Master Server Web API using C++ (HTTP requests).
- Worked with the design team to implement UI elements on Unreal Engine using Unreal UMG.
- Contributed to the **HELIX Scripting API**, building new gameplay entities and core functions using C++.
- Development and Improvement of existing custom Networking system for Multiplayer Synchronization.

### Icaro Tech – Campinas, Brazil

#### Tech Lead

Jun 2022 ~ Jun 2023 (1 year)

- Collaborating with clients to understand their needs.
- Creating detailed requirements and defining specifications for development.
- Designing scalable and robust solutions to meet project demands.
- Support the development team to ensure on-time deliveries and adherence to schedules.

#### Software Engineer

Jan 2021 ~ May 2022 (1,5 year)

- Develop applications (Workers) for data collection and analysis.
- Architect and program the integration of various microservices to ensure efficient and scalable workflows.
- Create automations for business rule evaluation and report generation.
- Work with data collected from REST / SOAP APIs.
- Create, monitor, and manage Kubernetes clusters (Rancher Kubernetes).
- Develop CI/CD pipelines for deployment automation, ensuring continuous delivery and efficient code integration.

## SKILLS

- Unreal Engine 5
- C++
- Blueprints
- Unreal UMG
- Gameplay Ability System (GAS)
- Replication & Networking (Multiplayer)
- Git, Plastic SCM

## LANGUAGES

Portuguese (Native), English (Advanced)

## EDUCATION

### Bachelor's Degree in Computer Science

Federal University of São Carlos – UFSCar – São Carlos, Brazil

2016 - 2021

## **LOA UFSCar – São Carlos, Brazil**

### ***Game Developer & Researcher***

Jan 2019 ~ Jan 2021 (2 years)

- I Worked as a game developer at LOA UFSCar, developing customizable games for desktop, web, and mobile platforms using Unity, HTML5 and Javascript.
- Worked on accessibility design to make games inclusive for visually impaired users.
- Contributed to a challenging project that required strong problem-solving skills.