

CURRÍCULO VITAE

Matheus Simões Mercado de Almeida.
Rua Marechal Floriano Peixoto, 37 i - Vila Nogueira.
Center: Petrópolis/Rio de Janeiro
ZIP Code: 25610-082.
Telephone: Cell: +55 (24)98881-6930
Email: matheusjut@gmail.com
Portfolio: <https://matheussimoes.carrd.co>



GOAL

My goal is to work in the area of programming and development of software or games. With the ability to make things happen and a strong creative drive, I build networks of relationships at all levels and am able to learn new languages and technologies quickly.

I accept hiring both as a PJ and as a CLT

EXPERIENCE AND PROFESSIONAL HISTORY

- **Lumina Lab - Backend and Game Developer**

Period: 02/19/2025 to 07/31/2025.

Project development for a client in Miami, leveraging Virtual Reality (VR) and Artificial Intelligence to create dynamic construction models tailored for architecture professionals.

- Programming in **C#, Python, .NET**, and **Unity3D**
- Experience with builds and publishing to the **Meta Store**
- Source code versioning with **GitHub**
- Image processing with **Artificial Intelligence**
- Implementation of payment systems (**Apple Pay, Google Pay, Stripe**)
- Development and publishing of applications on the **Apple App Store** and **Google Play**
- Creation of a **Revit (Autodesk) Add-on**
- Automation of **CI/CD** pipelines using **GitHub Actions**, including build configuration, automated testing, and deployments

- **Sony Music Entertainment - Game Developer**

Period: 05/03/2024 to 05/06/2025.

Focused on creating a multiplayer corporate game for interaction between teams, sending general messages, submitting internal projects, voting on them, creating quizzes and individual voting.

- Development in **C#**;
- Development in **Unity3D**;
- Development in **PHP**;
- Development in **Javascript/HTML/CSS**;
- Experience with Builds and Development in **WEBGL**
- Using Github versioning on **AWS**
- Experience in **AWS** (S3, RDS, EC2);
- Experience in automating **CI/CDI** pipelines with **Github Actions**, including configuring builds, automated tests and deployments;

- **Real Games Studio - Game Developer and Technical Artist**

Period: 13/11/2023 until currently as a freelancer.

A Studio for Ydreams Global, where we develop immersive experiences and games for events and parties. We can carry out applications for: **Globo Television Network (GEX), Paramount, Turma da Mônica, FG Empreendimentos, RIO Olympic WALL and Nickelodeon.**

- Development in **C#**;
- Development in **Unity3D**;
- Development in **Virtual Reality (VR)**;
- Development in **Augmented Reality (AR)**;
- Development in **Mixed Reality (XR)**;
- **OpenXR e Oculus ToolKit** (for **Unity VR**);
- Experience with Builds and Development in **WEBGL**;
- Use of **Github** versioning;
- Implementation for mobile games (**Android** and **IOS**);
- Development in **JavaScript, CSS** and **HTML**;

- **Clickideia Educational Technology - Game developer**

Period: 07/20/2022 until 08/01/2023.

It is a company focused on improving public education. Where educational content is created and made available for all levels of education (Kindergarten, Elementary School and High School) containing educational games, video classes, interactive and intuitive content.

- Development in **C#**;
- Development in **Unity3D**;
- Development in **Construct 3**;
- **Phaser** development;
- Experience with Builds and Development in **WEBGL**;
- Use of **Github** versioning;
- Implementation for mobile games (**Android** and **IOS**);
- Development in **JavaScript, CSS** and **HTML**;

- **67 bits Studio - Game Developer and Team Leader**

Period: 03/07/2022 until 03/10/2023.

Startup focused on hypercasual mobile game development

- Development in **C#**;
- Development in **Unity3D**;
- Use of **Github** versioning;
- Implementation of **SDK'S** for Android, Facebook;
- Implementation for mobile games (**Android** and **IOS**);
- Experiences in publishing on **Google Playstore**;

- **TopMid Studio - CEO & Game Developer**

My company created to take my projects seriously, improve and learn new technologies.

- Development in **C#**;
- Development in **Unity3D**;
- Development in **Unreal 5**;
- Development for **VR (Unity and Unreal)**;
- **OpenXR e META Oculus ToolKit** (for **Unity VR**);
- Experience with the Facebook **META Environment**;
- Development in **Augmented Reality (Unity and Unreal)**;
- Microsoft Mixed Reality Toolkit (**MRTK2 em Unity AR Foundation**);
- Use of Github versioning;
- Implementation for mobile games (**Android and IOS**);

- **Black Mamba Games Studio - Game developer. INTERNATIONAL EXPERIENCE**

Period: 12/12/2021 until 08/02/2022.

Company from Portugal with the project to create an NFT game for WEB and mobiles

- Development in **C#**;
- Development in **Unity3D**;
- Use of **Github** versioning;
- Marketplace implementation;
- **Blockchain**;

- **GOFRETES - Fullstack Developer.**

Period: 09/30/2021 to 01/03/2022.

Company responsible for online freight quotes, connecting carriers to find the best freight price according to the load profile.

- Development in **Asp .NET MVC 3**;
- Development in **C#**;
- Use of **Microsoft Azure** versioning;
- Development in **HTML, CSS and JavaScript**;
- **MySQL** development;

- **Perimeter - Software developer. INTERNATIONAL EXPERIENCE**

Period: 06/07/2021 to 08/19/2021.

Project commissioned by the company **Marathon** and orchestrated by **Perimeter**, both companies located in **Montreal Canada**. In 3 months of project, software was developed for professional Design, whose main objective is the construction of planned drawers.

- Development in **Unity3D**;
- Development in **C#**;
- Use of the **Git/GitHub** versioning tool;
- Use of the **Kanban method**;
- Weekly meetings in English with the Canadian company;
- Implementation for **WEBGL Description**;

- **Scientific Initiation - Game developer**

Period: 02/05/2015 to 07/27/2019.

Development of software, using artificial intelligence and virtual reality to treat social phobia, is based on the concepts of Cognitive Behavioral Therapy and aims to make the phobic person's beliefs more flexible regarding their vision of themselves, others and their future. It happened through the intermediation of psychologists and using Feuerstein's scales for the AI to understand when it could advance or regress in contact with the patient.

- Development for **Unity3D**;
- Development in **C#**;
- Versioning in **Git**;
- Development and Use of **Artificial Intelligence** with mediation from psychology;
- Development focused on **Virtual Reality**;
- **OpenXR** e **Oculus ToolKit** (for **Unity VR**);
- Microsoft Mixed Reality Toolkit (**MRTK2** em **Unity AR**);

- **ALMEC Contabilidade - Backup Management**

Period: 01/10/2016 to 05/15/2021.

- Network administrator (protocols and configuration);
- Computer maintenance (software and hardware);
- User support (systems, office suite, configurations, printers, etc.);
- Support the tools and websites necessary for accounting (CAIXA, Alterdata, Fiscal Writing);
- Database, Windows server and local backup (Scheduling) and cloud backup (Cloud);

- **Removal and Treatment Hospital - T.I Helpdesk**

Period: 01/10/2015 to 03/20/2020.

- Network administrator (protocols and configuration);
- Organization of information technology (IT) documents and contracts.
Computer maintenance (software and hardware);
- Servers and equipment for routing/VPN/Mikrotik. Internet network/proxy - Endian;
- Email maintenance (Pop or IMAP);
- User support (systems, office suite, configurations, printers, etc.);

- **Law Office LTDA.**

Period: 12/01/2016 to 03/10/2020.

- Document administrator and generation of condominium invoices;
- Computer maintenance (software and hardware);

ACADEMIC TRAINING

- Catholic University of Petrópolis, UCP
Degree in Computer Engineering
Period: 02/07/2017 until 12/14/2021.
- Phoenix College.
High School
Period: 02/01/2012 until 12/20/2014.

COURSES

- English
Institution - Come Together Ltda.
(Reading, Writing, Speaking).
Period: 02/01/2016 to 07/03/2019.
- Unity mini course - CPTI/FAETERJ,
Petrópolis Unity - Creating a 2D game
Data: 19/08/2016.
- Programming in C# - Technology professional - Level.Up Academy, Petrópolis
(Development of the C# programming language).
Period: 03/08/2017 to 01/24/2018.
- Programming in UNITY - Technology professional - Level.Up Academy, Petrópolis
(Development of the programming language in the Unity tool).
Period: 03/08/2018 to 02/03/2019.
- Programming in VR Meta, Quest 2 and Unity - Technology professionals - Udemý
(Native application development and application).
Period: 03/28/2022 until 04/30/2023.
- HTML5 Programming - Technology Professionals - Udemý (Native
application development and application).
Period: 03/28/2020 until 04/30/2021.
- Programming in Elementor - Technology professionals - Udemý
(Development of page builder in Wordpress).
Period: 06/30/2020 to 12/17/2020
- Programming in Wordpress - Technology professionals - Udemý
(Development of page builder in Wordpress).
Period: 12/29/2020 to 01/12/2021
- JavaScript Programming - Technology professionals - Udemý
(Development and application).
Period: 01/21/2021 to 02/22/2022
- Programming in REACT JAVA - Technology professionals - Udemý (Native
application development and application).
Period: 02/05/2021 to 02/03/2022.
- Database Programming (ORACLE DATABASE) - Technology professionals - Udemý (Development of
native applications and applications).
Period: 02/02/2021 to 03/03/2021
- CSS Programming - Technology Professionals - Udemý (Native
application development and application).
Period: 03/10/2021 to 07/22/2021
- Programming in NODE.JS - Technology professionals - Udemý (Native
application development and application).
Period: 04/07/2021 to 09/23/2021

Matheus Simões Mercaldo de Almeida.

Petrópolis, Rio de Janeiro, September, 03, 2025