

Gabriel de Jesus

Feira de Santana, Bahia, Brazil –

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[LinkedIn](#), [Portfolio](#)

Unreal Engine C++ Programmer and game designer with experience building gameplay systems, simulation logic, AI behaviors, Blueprint features, UI, and technical prototypes. I work across engineering and design, translating ideas into testable systems and iterating on player experience. Strongest areas include Unreal Engine 4/5, C++, Blueprints, Python automation, World Partition, Figma, and Godot/GDScript.

Core Competencies

- **Unreal Engine Programming:** C++, Blueprints, gameplay logic, simulation systems, Blueprint functions, World Partition, and UI widgets.
- **Technical Game Design:** Translating gameplay and UX requirements into scoped, testable features and collaborating across design and engineering.
- **Gameplay Systems and AI:** AI behaviors, State Machines, respawn, inventory, interactive systems, level layouts, balancing, and progression.
- **UI/UX and Workflow Automation:** UI widgets, dynamic materials, Figma planning, Python data analysis, and asset-creation automation.
- **Prototyping and Iteration:** Unreal Engine 4/5 demos, vertical slices, gameplay prototypes, and rapid problem solving.
- **Additional Tools:** Godot 3, GDScript, Unity 2D, brief prototype exposure to GAS, Verse, and UMG, with strong learning agility.

Professional Experience

- **Ford Brasil** **Salvador, Brazil**
Jun 2025–Present
Unreal C++ Programmer
 - Program vehicle simulation logic and core gameplay systems using Unreal Engine C++ and Blueprints.
 - Develop reusable UI widgets, dynamic materials, and Blueprint functions for gameplay and UX.
 - Write Python scripts for data analysis and asset-creation automation.
 - Apply technical-design thinking to reusable systems, workflow-focused iteration, and clear implementation requirements.
- **RareBird Games** **Remote (Los Angeles, CA)**
Jul 2024–Dec 2024
Game Designer | Game Programmer

Worked on Project: ER during prototyping and vertical slice development.

 - Designed and programmed AI and enemy behaviors.
 - Created level layouts and interactive systems through Blueprints.
 - Iterated on gameplay balance and progression during prototyping.
- **Sanplus Game Studio** **Remote**
Jun 2024
Game Developer

Implemented Relics (power-ups) as gameplay features.
- **Underdog** **Remote**
Apr 2024–Jun 2024
Game Developer | Game Designer
 - Programmed AI and State Machines for MechaBlade hero.
 - Implemented player respawn and item/inventory systems.

- **Chave-Mestra Gamificação** **Gramado, Brazil**
Game Designer
 Created GDDs, core loops, mechanics, and puzzles using Figma. *Jul 2022–Dec 2023*
- **GDH Studio** **Feira de Santana, Brazil**
Game Designer | Game Developer *Nov 2022–Nov 2023*
 - Developed the Monotonia: First Contact gameplay demo/prototype in Unreal Engine 4/5 and Blueprints.
 - Built and iterated on gameplay systems as part of the game's technical and creative development.
- **IFBA** **Feira de Santana, Brazil**
Game Designer | Game Developer *Jul 2021–Dec 2021*
 Used Godot 3 and GDScript while collaborating on the Aventuras Falciforme projects related to sickle-cell anemia.

Selected Project

- **Pogo Froggo** – Worked with World Partition on an Unreal Engine project listed on Steam, with a planned 2026 release and demo available. [Steam listing](#).

Education

- **IFBA - Instituto Federal da Bahia** **Brazil**
B.S. Information Technology / Information Systems *Graduated*
 Focused on IT systems and software engineering principles.

Languages and Certifications

- Portuguese (Native), English (C2 Proficient - EF SET).
- EF SET English Certificate – 71/100 (C2 Proficient); Unreal Engine Blueprint Game Developer; Unity 2D Game Developer.

References

- Available upon request.