Caio Guedes de Azevedo Mota

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Software and Games Developer

ABOUT ME

I'm an experienced developer who has been in the games industry for 5+ years. I specialize in engine programming, and my main topics of expertise are 3D rendering and profiling and optimizing performance and memory in real-time applications. I have worked with teams of various sizes in many areas of the game development pipeline, such as graphics, audio, input, resource and memory management, UI, tools, build systems, gameplay and more.

EDUCATION

Federal University of Minas Gerais (UFMG)

Bachelor of Science in Computer Science (03/2018 — 12/2022)

WORK EXPERIENCE

Game/Engine Programmer

Stainless Games (06/2023 — 10/2025)

- Collaborated with international clients to deliver expansions and a console port to a major AAA production, helping achieve performance and memory benchmarks in the specified deadlines.
- Acted in several parts of the project, such as: porting features between graphics APIs, optimizing in-game resource memory to improve usage and load times, fixing various rendering bugs affecting players, maintaining the legacy codebase and more.
- Delivered new features and improved performance for internal engine tools to facilitate day-to-day work for other developers.
- Helped to integrate third party APIs, add new gameplay content and fix outstanding bugs on an in-house Unreal Engine 5 title.
- Credited in New World Aeternum and ShockRods.

Game Programmer

Manifesto Game Studios (11/2022 — 06/2023)

- Client-side programming for a live mobile game, using C++ in a custom legacy codebase.
- Helped deliver new gameplay items and fix bugs while communicating with an external QA team.

Game Engine/Console Programmer

Gamecraft Studios (02/2022 — 10/2022)

- Responsible for porting work on an unannounced PC title to PS5 and Xbox Series consoles for international clients.
- Implemented many areas of a large custom C++ codebase in console platforms (rendering, input, cutscenes, memory and more).
- Fixed many bugs and critical issues in the game's engine and graphics layer, improving performance, lowering memory requirements and matching console certification requirements.
- Made easy to use Python scripts for texture asset processing and automatic build packaging.

Game Programmer Intern

Plug & Boom (03/2021 — 01/2022)

- Developed a series of online multiplayer board games for clients, using Unity and Photon PUN2 backend.

SKILLS

- Proficient with **C++**, **C#** and **Python** programming languages and **CMake** build system.
- Experienced with industry-standard graphics APIs, such as **Vulkan**, **DX12**, **DX11**, **OpenGL** and **proprietary APIs for consoles**, along with shader programming in **HLSL**, **GLSL** and other languages.
- Worked in widespread game engines such as **Unity** and **Unreal Engine 5**, and in **custom engines** and **legacy codebases**.
- Multiplatform development for **PC** and **modern consoles** (**PS5**, **Xbox Series**), as well as mobile.
- Familiar with **Git**, **Perforce** and **SVN** version control software.
- Native in **Brazilian Portuguese**, fluent in **English** (CEFR C2) and basic **Japanese** (JLPT N5).

PROJECTS

Etna

https://github.com/caioguedesam/etna

- In-development real-time 3D scene renderer with C++ and Vulkan, with several systems built from scratch.
- Some features include: physically based rendering, a clustered deferred pipeline for efficient lighting, frustum culling, glTF model loading and cascaded shadow maps with percentage-closer filtering.

SSAO

https://github.com/caioguedesam/ssao

- Final year project for my Bachelor's degree, using C++, OpenGL and SDL2.
- Comparison of the implementation and results of two different approaches for ambient occlusion in 3D rendered scenes: screen space (real-time) and offline raytraced.

Shock-a-Block

https://caioguedes.itch.io/shock-a-block

- Self published single-player puzzle game for mobile, with over 40 playable levels, made in Unity.
- Responsible for all art, programming, puzzle design and other aspects of the game.
- Previously published in Google Play Store, now moved to Itch.io.