

Matheus Augusto

Tech Lead & Game Developer | Mixed Reality Specialist (XR/VR) & Unity | Neurotechnology & Games for Health/Education

CONTACT

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SUMMARY

Game Developer and Tech Lead with over 5 years of experience in 2D/3D development in Unity and 3+ years specializing in immersive Mixed Reality (XR/VR) applications and neurotechnology. Proven track record in managing multidisciplinary teams, systems architecture with real-time integration (Firebase), development of games released on Steam, and leading high-impact projects for institutions such as SEBRAE, SENAC and UNIFESP.

SKILLS

Hard Skills	Unity (2D/3D/XR), C#, Arquitetura XR/VR, SDKs Meta Quest, Firebase, WebXR (Babylon.js), AI Agents, Git/GitHub, Integração de APIs, QA
Soft Skills	Technical Leadership (Tech Lead), Cross-Functional Team Management, Mentorship & Training, Project Management, Agile Methodologies, Problem Solving, Ecosystem Engagement

PROFESSIONAL EXPERIENCE

Tech Lead | 2026 – Present Neuroverse — Aracaju, SE - Brazil

- **Technical Leadership & Management:** Leading a software development team of 8 people, managing software architecture, sprint estimations, task distribution via ClickUp, and hands-on Unity technical support.
- **R&D & Neurotechnology (Littera):** Overseeing technical development for the Littera platform, a gamified application designed to screen and identify neurodivergence traits.
- **Technology Research & Innovation:** Prospecting and evaluating emerging technologies and architectures to continuously enhance application performance and accessibility.
- **AI-Driven Process Optimization:** Researching and integrating AI agents to automate internal workflows and increase overall development efficiency.

Tech: Unity · C# · ClickUp · Git/GitHub · AI Agents · Agile Methodologies

Deputy Secretary-General | 2026 – Present

Associação de Desenvolvedores de Jogos de Sergipe (ADJOGOS-SE) — Aracaju, SE - Brazil

- **Organizational & Member Management:** Overseeing member relations, structuring internal admission processes, and actively recruiting new developers and game studios to the association.
- **Ecosystem Development:** Driving organizational and operational initiatives to strengthen the local game development industry in Sergipe (market mapping and events).
- **Executive Leadership:** Providing strategic and operational support to the board in meetings, goal setting, and community engagement.

Tech: Google Workspace · Organizational Management · Ecosystem Mapping · Notion

Founder & Lead Game Developer / Project Manager | 2026 – Present

Sergames Studio — Aracaju, SE - Brazil

- **Project Direction & Management:** Serving as Project Manager, Game Designer, and Lead Programmer for the original game Sery: Into the World of Myths (demo available on Steam).
- **Architecture & Game Design:** Developing core game mechanics and systems, authoring the Game Design Document (GDD), and setting up the programming and asset integration pipeline.
- **Leadership & Coordination:** Defining, assigning, and reviewing team tasks continuously to align technical execution with artistic vision.
- **Industry Showcase & Business Development:** Representing the studio at major industry events (BGF, Retrô Games SE) and managing business networking at Gamescom LATAM (Business Access).

Tech: Unity (2D/3D) · C# · Steamworks SDK · Git/GitHub · GDD (Game Design Document)

Tech Lead | 2022 – 2026

ADA Metaverse — Aracaju, SE - Brazil

- **Technical Leadership & Management:** Led a multidisciplinary team (5 developers, 1 3D modeler, 1 designer), overseeing project timelines, code reviews, and Unity development guidelines.
- **Ada Labs Platform:** Technical lead for Ada Labs, an immersive healthcare education platform featuring custom UI/UX, real-time database integration (Firebase), and multiplayer network architecture.
- **Corporate Mentorship:** Conducted weekly technical mentorship for Banco Banese interns, guiding their learning in Unity and building a virtual workspace prototype.
- **High-Impact Rapid Delivery:** Solely developed and delivered 4 immersive applications on tight deadlines (< 30 days) for SEBRAE-SE events (e.g., Viva Sergipe) and SEBRAE National.
- **R&D & Hardware Innovation:** Developed an immersive gaming experience in partnership with UNIFESP, integrating biometric/motor pulse capture directly into gameplay mechanics.
- **Prototyping & Tools:** Managed version control via Git/GitHub and conducted WebVR prototyping using Babylon.js.

Tech: Unity · C# · XR/VR SDKs (Meta Quest) · Firebase · WebXR (Babylon.js) · Git/GitHub

EDUCATION

Bachelor's Degree in Digital Games | 2026 – Present

Faculdade Méliès

Focus on developing artistic skills, animation, scriptwriting, sound design, programming enhancement, and documentation (GDD).

Technical Degree in Digital Game Programming | 2019 – 2021

SENAC

Focus on programming logic fundamentals, 2D/3D game engines, and game code architecture.

LANGUAGES

English

Basic