

# AFONSO SANTOS MORAIS PORDEUS

## Game Developer / Gameplay Programmer | Unreal Engine 5 | C++ | Gameplay Systems

Brazil | +55 84 99956-6894 | afonsorpordeus@gmail.com | English: Intermediate

[Portfolio](#) | [LinkedIn](#) | [GitHub](#) | [itch.io](#)

### SUMMARY

Gameplay Programmer focused on Unreal Engine 5 and C++, with hands-on experience building playable prototypes, gameplay systems, and technical study projects through university work and game jams. Comfortable working with Blueprints and C++, debugging gameplay features, documenting technical decisions, and collaborating in multidisciplinary environments. Interested in growing as a generalist programmer across gameplay, tools, and core systems.

### CORE SKILLS

C++ | Unreal Engine 5 | Blueprints | Gameplay Systems | Debugging | Git/GitHub | Technical Documentation | AI for Games | Multiplayer Fundamentals

### EDUCATION

#### Instituto Metr pole Digital - Federal University of Rio Grande do Norte (UFRN)

*Digital Games Program - Expected Graduation: 2027*

- Focus: game engines, game programming, multiplayer systems, AI for games, level design, and integrated game production.

#### Technical Program in Information Technology - UFRN/IMD

*Expected Graduation: 2027*

- Focus: programming logic, computer architecture, operating systems, applied mathematics, applied AI, and technical English.

### TECHNICAL STUDIES

#### GAS-Aura | [GitHub](#)

*Gameplay Systems Study Project | Unreal Engine 5 | C++ | In Progress*

- Built and analyzed Unreal Engine gameplay architecture based on GAS concepts, focusing on scalable RPG systems, gameplay-to-UI communication, and maintainable code structure.
- Implemented and studied Ability System Component setup, AttributeSets, Gameplay Effects, PlayerState ownership, gameplay tags, debugging workflows, and feature organization.

#### Lenda do Carcar 

*Gameplay Systems Study Project | Unreal Engine 5 | C++ | In Progress*

- Developed an action RPG gameplay study focused on combat systems, character structure, weapons, AI support, abilities, widgets, gameplay tags, and Unreal workflow organization.
- Practiced gameplay architecture patterns for RPG combat, including character responsibilities, ability-related data flow, and separation of gameplay systems. The repository is private due to licensed assets.

### PROJECTS

#### Revenge-

*Volunteer Project | Unreal Engine 5 | Blueprints | State Trees*

- Worked on AI adjustments for 8 boss encounters using Unreal Engine State Trees, focusing on behavior flow, gameplay readability, and encounter iteration.
- Implemented and debugged Blueprint logic for boss behavior, animation integration, and technical setup of 3D character models.
- Collaborated with artists and other team members to integrate assets, validate animations, and ensure boss features worked correctly in-game.

## **Oathbreakers**

*Personal Project | Unreal Engine 5 | C++ | In Development*

- Building a dark fantasy action RPG prototype focused on gameplay architecture, GAS-based abilities, input routing, attributes, combat systems, target lock, and multiplayer-oriented design.

## **Laranja Mecânica** | [itch.io](https://itch.io)

*University Project | Godot | Team of 5*

- Coordinated development meetings and helped organize team tasks, supporting planning, collaboration, and delivery under a short production deadline.
- Led implementation of core mechanics and designed modular gameplay code using entity-component principles, polymorphism, and shared manager systems.

## **Guardião da Floresta** | [itch.io](https://itch.io)

*University Project | Unreal Engine 5*

- Designed and developed a solo Unreal Engine 5 prototype around the theme "Possession".
- Built core mechanics, interaction logic, and level structure with focus on player feedback, mechanic readability, and fast iteration.

## **CERTIFICATIONS**

- *CS50's Introduction to Computer Science – Harvard/CS50*
- *C++ for Game Development – Udemy*
- *Git and GitHub Crash Course with Unreal Engine – Udemy*
- *Unreal Engine 5 UI Design: Advanced Inventory System with UE5 – Udemy*