

Rodolfo Fava

AI Game Programmer

I understand my work as a Game Programmer as the continuous pursue of excellence in every feature I implement to aid the player's experience.



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WORK EXPERIENCE

AI Programmer Jaw Drop Games

11/2021 - Present

UK-based, Remote

An independent game studio based in the U.K. crafting unique game experiences.

Achievements/Tasks

- Contributing to the Dinosaur AI in **Deathground**, a multiplayer co-op horror title where 3 players join forces to face the deadly creatures on thrilling runs.
- Designing and Implementing AI States.
- Collaborating with multiple disciplines.
- Maintaining and refactoring core game systems.
- Reporting to AI and Tech Leads.

Contact : Adam da Rocha - adam@jawdropgames.com

Junior AI Programmer Climax Studios

11/2020 - 10/2021

Portsmouth, England, UK.

Climax is a co-development studio collaborating with major game studios around the globe.

Achievements/Tasks

- Assisted Housemarque in developing AI for a multitude of enemies in **Returnal**, an awarded **Playstation 5** title.
- Worked on an unannounced AAA title. My main focus has been on Behaviour Tree features, and enemy AI movement.
- Reporting daily to company leads and submitting changes rigorous code reviews before approval.

Contact : Ben Potton - ben@climaxstudios.com



EDUCATION

Bachelor in International Game Architecture and Design (IGAD)

Breda University of Applied Sciences (formerly NHTV)

09/2016 - 07/2020

Breda, The Netherlands

Courses

- Worked on large multi-disciplinary teams on **Bone Voyage**, a project released on Steam, developed with **Unreal Engine** and **C++**.
- Undertook a 5-month internship using **C++** and using an in-house custom engine for a **VR** experience.
- Individual Project-Based Learning, focused on **3D math** and game architecture, coached by industry veterans.
- Worked on large multi-disciplinary teams using custom engines written in **C++** for **console development**.



SKILLS

C++

Unreal Engine

Agile Development

Perforce

Plastic

Visual Studio

Game AI

Blueprints

Communication

Teamwork



ACHIEVEMENTS

Shipped 2 awarded games

Returnal and Bone Voyage were both released and awarded. I am humbled to have been part of both projects.



LANGUAGES

English

Full Professional Proficiency

Portuguese

Native or Bilingual Proficiency



INTERESTS

Biking

Music Writing

Gaming

Reading

Travelling

Concerts

Museums

Italian

Cooking