



Rodolfo Fava

Senior Gameplay Programmer

I bring over **five years** of professional experience working on ambitious game projects ranging from independent studios to **AAA** titles. Continuously researching and improving my skills, I am glad to say I've **published an article** on 3D Navigation in the book *Game AI Uncovered*. In my spare time, I'm working on a beat'em up game as a personal project or writing about game dev insights.



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WORK EXPERIENCE

AI/Gameplay Engineer Apogee Entertainment

09/2025 - Present

Remote (US Company)

Developing independent games with industry veterans.

Achievements/Tasks

- Ownership of AI Systems.
- Building robust enemies for NPC encounters.
- Implementing Traversal Systems.
- Developing bespoke Gameplay Tools for Designers.
- Leading efforts in optimisation with Level Streaming.

AI Programmer Climax Studios

02/2024 - 07/2025

Portsmouth, UK

Co-Developing game titles alongside AAA contractors overseas.

Achievements/Tasks

- Supporting Archetype Entertainment on **Exodus** title.
- Working with a large code base in **C++** in an **AAA** environment.
- Ownership of **Boss AI** features in Unreal Engine 5.
- Implementing **Enemy AI** solutions with **Behaviour Trees** for various grunt enemy types.
- Profiling and Optimisation.

Contact: Jessica Coster - hr@climaxstudios.com

AI Programmer Jaw Drop Games

11/2021 - 01/2024

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 in **C++**.
- Reporting to AI and Tech Leads.

Contact: Adam da Rocha - adam@jawdropgames.com



SKILLS

C++

Unreal Engine

Agile Development

Perforce

Gameplay

Visual Studio

Game AI

Blueprints

Communication

Rider



PERSONAL PROJECTS

Streetstar (08/2024 - Present)

- Attack Ticket System
- Perception System
- Behaviour Trees
- Gameplay Abilities System



EDUCATION

Creative Media and Game Technologies
Breda University of Applied Sciences

09/2016 - 07/2020
Breda, The Netherlands



LANGUAGES

English
Native or Bilingual Proficiency

Portuguese
Native or Bilingual Proficiency

Spanish
Professional Working Proficiency



WORK EXPERIENCE

Junior 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** a flagship **Playstation 5 released title, winner of 4 BAFTA Awards in 2022.**
- Collaborating with multiple disciplines and stakeholders.
- Working with large code bases in **C++** in an AAA setting.

Contact: Jessica Coster - hr@climaxstudios.com



INTERESTS

Gaming

Music Composition

Football

Movies

Travelling

Concerts

Museums

Italian

Reading