



Rodolfo Fava

AI Programmer

I bring nearly **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.



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WORK EXPERIENCE

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.
- Ownership of **Boss AI** features in Unreal Engine 5.
- Implementing **Enemy AI** solutions with **Behaviour Trees** for various grunt enemy types.
- Solving Gameplay related bugs.
- 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.
- Reporting to AI and Tech Leads.

Contact: Adam da Rocha - adam@jawdropgames.com

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**.
- Did contract work on **Mindseye**, a **released title** from Build a Rocket Boy. My main focus has been on **Behaviour Tree** features, and enemy AI movement.
- Collaborating with multiple disciplines and stakeholders.

Contact: Jessica Coster - hr@climaxstudios.com



SKILLS

C++

Unreal Engine

Agile Development

Perforce

Plastic

Visual Studio

Game AI

Blueprints

Communication

Teamwork



PERSONAL PROJECTS

Streetstar (08/2024 - Present)

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



ACHIEVEMENTS

Shipped 2 games

Returnal and Mindseye are two released titles I have worked on.

Published article on 3D navigation for AI

Published article about Environment Steering on the book Game AI Uncovered, Volume 2.



LANGUAGES

English

Full Professional Proficiency

Portuguese

Native or Bilingual Proficiency



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**.



INTERESTS

Gaming

Music Composition

Football

Movies

Travelling

Concerts

Museums

Italian

Reading