Jorge Brito Silva

Senior Game Programmer · Unity & Unreal · C# / C++

Copenhagen, Denmark jorge.britosilva@gmail.com linkedin.com/in/jorge-silva-8787525b

> Senior game programmer with 20 years of shipping software, 12 of them in games. I build the systems a game runs on and the tools a team builds it with: entity frameworks, deterministic combat, multiplayer interactions and editor tooling. Most recently I was one of the first engineers on **Chronicles: Medieval** (Unreal 5, C++), then started the codebase of a mobile RPG in Unity. I also build AI tooling that makes teams faster, and I run my own live web products end to end.

EXPERIENCE

Raw Power Games · Raw Power Mobile · Copenhagen · Aug 2022 – Present

Mar 2024 – Aug 2026

Senior Gameplay Programmer · Unannounced mobile RPG

Unity, C# · iOS & Android · server-authoritative backend

- Designed the entity framework behind deterministic, phase-driven battles, and wrote 55+ battle systems on top of it.
- Wrote most of the shared framework the game runs on: waypoint exploration, 3D motion curves, stats and modifiers; co-wrote asset loading and UI control.
- Built the designer tooling: inventory, currency and purchase editors with code generation, plus curve and timeline editors, so content changes need no code.
- Built the game's services on Metaplay's server-authoritative backend.
- Set up the team's AI workflow: 16 Claude Code agents and 28 skills for review, planning and bug triage, plus a daemon that investigates new bugs against the repo.

`Unity 6` `C#` `URP` `Addressables` `VContainer` `UniTask` `Metaplay` `Claude Code`

Aug 2022 – Mar 2024

Senior Engine Programmer · Chronicles: Medieval

Unreal Engine 5, C++ · open-world tactical RPG · ~100-developer studio

- One of the first engineers. Built the first playable multiplayer prototype: characters, enemies replicated across clients, and a partitioned landscape so the world worked online.
- Built the editor tooling for the game's entity framework: runtime viewer, an auto-laid-out graph of system dependencies, per-system data access and frame timings, and a test framework for the tools.
- Built the exploration map: party pawn, formations, controller support, and positions persisted across streamed points of interest.
- Built networked interactions with server-validated slot occupation and buffered requests.
- Extended the dialogue and quest editors; built world-building tools.

`Unreal 5` `C++` `Editor modules` `Replication` `Perforce` `Swarm reviews`

MovieStarPlanet · Copenhagen · Sep 2016 – Aug 2022

Oct 2017 – Aug 2022

Frontend Architect

- Architected the shared Unity framework behind MovieStarPlanet 2 and BlockStarPlanet, and built parts of it.
- Built the presence and chat server, in Node.js/TypeScript on Redis Pub/Sub, that replaced the Erlang XMPP server for presence, 1-to-1 chat and chat rooms. Rolled out country by country, with old and new users still connected.

Sep 2016 – Oct 2017

Senior Flash Developer

Oct 2014 – Sep 2016

Flash Developer · Miniclip

- Soccer Stars Web (AS3, protobuf over sockets): connection monitoring and reconnects, cashier, tournaments, and the referee flow that re-simulates shots at a fixed timestep to validate match results.
- Agar.io: built the in-game shop in Haxe/OpenFL for Flash and HTML5: wallet, multi-currency pricing, boosts, skins and purchases.

Feb 2007 – Oct 2014

Web & Mobile Developer · PT Sistemas de Informação, Lisbon

- Built sites and platforms in C# .NET and SQL Server for Fundação PT, PT Sistemas and SL Benfica, including the Benfica Funzone kids' games in ActionScript 3.
- Shipped iPhone apps in Objective-C (SLB 2.0, Tub Trouble, Bet and Roll) and Facebook campaigns for TMN and Renault.

2005 – 2006

Flash Developer · Pkage Design, Lisbon

Interactive CD-ROMs and websites for clients including FOX.

INDEPENDENT PRODUCTS · 2025 – 2026

Tunalo `tunalo.com`

Lyric-video SaaS with a GPU video pipeline: generation, lip sync and credits billing. Python, ComfyUI on RunPod, Gemini, Cloud Run, Stripe.

North `northcoach.net`

AI leadership coach with paid Pro and Team plans. React 19, Express, Firestore, Gemini, Stripe.

Casegrid & Peekagrid

Logic-puzzle games on one shared engine, in 7 languages, for iOS and Android. Capacitor, RevenueCat, AdMob. In closed testing on Google Play.

Recompd

Fitness app for body recomposition: body-composition trends, training, fasting and nutrition, an AI coach, Strava sync, and a server renderer that overlays run telemetry on your run videos. Launching with a Pro plan.

SKILLS

Languages	C#, C++, TypeScript / JavaScript, Python, Swift; earlier Objective-C and ActionScript 3
Engines	Unity (6, URP, Addressables, VContainer, UniTask), Unreal Engine 5 (C++, editor modules, replication)
Game systems	Entity frameworks, deterministic turn-based combat, multiplayer interactions, streamed worlds, editor and designer tooling
Backend & cloud	Metaplay, Node / Express, Google Cloud (Cloud Run, Firestore, Storage), Docker, Stripe, OAuth
AI	Claude Code agent workflows, Gemini, ComfyUI / RunPod GPU pipelines
Workflow	Perforce, Git, TeamCity, code review, Jira, ClickUp, Confluence
Spoken	Portuguese (native), English (fluent)

EDUCATION

2002 – 2005

Multimedia & Web Development · Rumos, Lisbon

Three-year technical course, final grade 17 / 20. Certificate of Pedagogical Aptitude, 2005.

2011

Team Leadership & Management · Olisipo, Lisbon