



Gameplay & systems engineer focused on reusable code and polished player experiences. Interested in building engaging and educational games for young audiences.

CONTACT ME

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- Barcelona, Spain

SKILLS

- Unity 3D (C#)
- Unreal Engine 4/5 (C++, Blueprints)
- Mobile development
- UI, Audio & Player Feedback
- Profiling & Optimisation
- Physics & Networking
- Cross-discipline collaboration
- Live-service development

LANGUAGES

English

Brazilian Jiu-Jitsu

Portuguese

Gaming

Spanish

Reading

HOBBIES

ACADEMIC BACKGROUND

MSc Video Game Development

Final Mark: 82/100, Distinction

Birmingham City University, United Kingdom – 2020-2021

- Employed full-time by Flix Interactive during my thesis, contributing to a shipped AAA live-service title
- Game Physics and AI R&D across 2 other large cross-discipline projects

BSc Video Game Development

Final Mark: 86/100, First Class

Birmingham City University, United Kingdom – 2018-2020

- Shipped 1 multiplayer PC game on Steam
- 3 cross-discipline projects, 7 individual projects
- Birmingham City University Extra Mile - Inspirational Student of the Year 2020 Finalist

Henrique Teixeira

Gameplay & Systems Engineer
Unity & UE5

WORK EXPERIENCE

Flix Interactive

Engineer September 2022 - Present
Junior Engineer June 2021 - August 2022

Sea of Thieves

- Owned and delivered multiple gameplay features across 4 shipped seasons
- Closely collaborated with Design, UI, Art, Backend, QA and Marketing teams
- Translated and reviewed design requirements into technical designs
- Built designer-friendly workflows and automated pipelines for content creation
- Implemented gameplay telemetry to evaluate player engagement and inform iteration
- Performed profiling and optimisation across new and legacy content
- Wrote unit tests and monitored build health via Azure DevOps

Pioneer

- Designed and implemented a designer-friendly, data-driven and gameplay-reactive music system
- Led a technical UI rework using UE5 Slate and UMG, focusing on modularity and iteration
- Collaborated closely with Design and Audio to support rapid feature tuning

Non-Disclosed Project, Porting a racing game from PC to Consoles

- Helped transition a complex UI framework to a new technology stack
- Contributed to both UI and engine-level systems in a large proprietary codebase
- Supported TypeScript-based UI workflows and cross-discipline integration

INDEPENDENT PROJECTS

Tower of London - Mobile Cognitive Tasks App

iOS & Android, Unity – November 2025 - Present

- Implemented mobile-first adaptations of cognitive tasks used in neuropsychology (Tower of London / Tower of Hanoi)
- Focused on touch-based interaction, UX clarity, and user feedback for first-time players
- Built to support repeatable training sessions and long-term use
- Intended for launch on app stores