



# 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

## 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

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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## 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

🇵🇹 Portuguese

🇪🇸 Spanish

## HOBBIES

Brazilian Jiu-Jitsu 🇧🇷

Gaming 🎮

Reading 📖