

Henrique Teixeira

Gameplay & Systems Engineer

Portfolio: www.henriqueteixeira.dev

Contact: jhenriquemteixeira@gmail.com

linkedin.com/in/j-henrique-m-teixeira

5+ years of industry experience contributing to successful AAA live-service and multiplayer titles in Unreal Engine shipped to PC, Xbox One, Xbox S|X and PS5.

Looking to join a talented multidisciplinary team turning ambitious ideas into scalable technical solutions, resulting in fun and memorable player experiences.

Skills

Unreal Engine 5 (C++, Blueprints); Gameplay Systems & Architecture;
Physics & Animation Integration; UI, Audio & Player Feedback; Editor Tools;
Debugging; Profiling & Optimisation; Networking & Replication.

Professional Experience

Flix Interactive — Co-development Studio

Engineer Level 2 — *January 2026 - July 2026*

Engineer Level 1 — *September 2022 - December 2025*

Junior Engineer — *June 2021 - August 2022*

Sea of Thieves — Rare, Microsoft (Xbox Games Studios)

- Owned multiple gameplay features end-to-end across four shipped seasons
- Architected modular reward systems for new content, leading technical discussions with Design and Backend teams
- Optimised client and server performance, addressing Xbox memory budgets and replication bottlenecks
- Stepped in late to resolve critical issues in unfamiliar systems ahead of two different seasonal releases
- Managed build health via Azure Dev Ops

WARDOGS — BULKHEAD

- Resolved 100+ issues across gameplay, client/server stability and player experience
- Built UE5 engine tools to automate asset validation, streamlining designer workflows
- Participated in playtests, identifying issues and providing actionable feedback

In-house project

- Designed and implemented a gameplay-reactive music system using UE5 Quartz
- Led a modular UI rework using Slate and UMG, improving designer iteration times

Le Mans Ultimate (Console Port) — Studio397

- Established core technical foundations for bringing the proprietary rFactor2 engine to Xbox Series X|S and PS5
- Led the integration of Coherent Gameface into the C++ engine, overcoming threading and lifecycle challenges
- Optimised performance, memory usage and startup behaviour to meet console requirements
- Supported team growth from 4 to 20+ developers through technical knowledge sharing, documentation and onboarding

Academic Background

MSc Video Game Development

Birmingham City University, United Kingdom — 2020-2021

- Physics, Animation & AI R&D across 2 large cross-discipline game projects
- Designed and implemented a physics-based parkour system, integrating custom movement logic with UE4's animation systems

BSc (Hons) Video Game Development

Birmingham City University, United Kingdom — 2018-2020