Matheus Vilano

Technical Design + Software Engineering

Email | Phone | Website | LinkedIn | GitHub

Professional Summary

- Shipped both indie and AAA titles, including the smash hit Baldur's Gate 3.
- Interdisciplinary developer focused on building custom tools, gameplay systems, and asset pipelines.
- Well-versed in agile project management, development tools, and cross-team collaboration.

Technical Toolset

- Languages – C++, C#, Go, Python, Lua, Blueprints, JavaScript (React, Node.js)
- Markup/Data – HTML, XML, XAML, JSON, TOML, PO
- Engines – Unity, Unreal, proprietary engines
- Audio – Wwise, FMOD, GameSynth, REAPER, Bitwig Studio, Pro Tools, Logic Pro
- Dev – Git LFS 2, Perforce Helix Core, TeamCity, Jenkins, Visual Studio, JetBrains IDEs
- AI Workflows – Orchestration, Agents, Skills, Tools, MCP, Training
- Collab – Jira, Confluence, Miro, Figma, Slack

Dev Experience

Tech Lead @ Lumino Entertainment and Technology Contract: 2026–Present

- **Projects –** Bluff or Bust
- **Summary –** Leads a team of 3 software engineers (generalists), 2 technical designers (audio and art), and 2 designers (UI/UX and sound). Maintains tech stack and defines best practices.

Principal Technical Designer (Central) | Software Engineer (Central) @ Polyarc Games Full-Time: 2024–2026

- **Projects –** Moss: The Forgotten Relic, Glassbreakers: Champions of Moss, unannounced project
- **Summary –** Member of a centralized tech team, focusing on audio; oversaw asset pipelines, gameplay systems, and dev tools. Maintained a multi-project, large-scale multilingual codebase.

Senior Technical Designer (Audio) @ Larian Studios Full-Time: 2022–2024

- **Projects –** Baldur's Gate 3, Divinity
- **Summary –** Developed custom tools and systems on proprietary tech. Co-owned the audio codebase and technical documentation. Implemented data-driven audio systems, including dynamic mixing behaviours and procedural listener perspectives.

Technical Designer (Audio) | Software Engineer (Audio) @ Big Foot Studios Contract: 2023–2024

- **Projects –** Until Dawn (remake), Big Foot Studios Foley System (Unreal Engine plugin on Fab)
- **Summary –** Delivered development and consulting services: trained and managed technical audio designers on the UE remake of Until Dawn, defined standards/conventions, and designed audio systems and tools.

Technical Designer (Audio) @ IsoForce Games Contract: 2019–2022

- **Projects –** Dogma, Mouse Haunt
- **Summary –** Built UE5 pipelines and systems, including procedural content generation and motion-driven audio.

Academic Experience

Senior Instructor @ Vancouver Film School Part-Time: 2019–Present

- **Study Programs –** Programming, Game Design, Sound Design, Writing, Digital Design
- **Summary –** Curriculum authoring/instruction. Assisted 100+ projects, with many featured on the Unity Awards.

Instructor @ LaSalle College Part-Time: 2025

- **Study Programs –** Professional Recording Arts
- **Summary –** Curriculum authoring/instruction. Developed new game audio lectures.

Instructor @ Melody Maker Part-Time: 2017

- **Study Programs –** Music Theory, Audio Engineering
- **Summary –** Curriculum authoring/instruction. Developed and hosted practical workshops.

Dev Talks

- "Developer Experience: The UX of Development Tools" - Full Indie Summit, 2025
- "Mixing Baldur's Gate 3 with Wwise" - Audiokinetic's Wwise Up On Air, 2024
- "Baldur's Gate 3: A Tactical Approach to a Fantastical Mix" - Interactive Audio Montreal #24, 2024
- "Loudness Standards in Game Audio" - Full Indie Meetup, 2024

FOSS Projects

- UEM – Linux application for installing and managing Unreal Engine, 2026–Present
- UES – Library of agent skills giving AI coding agents Unreal Engine domain knowledge, 2026
- ReaXtension – Foundational template for developing C++ extensions for Cockos REAPER, 2024
- PyWwise – Python package that greatly facilitates interfacing with the Wwise Authoring API, 2024–Present
- OhFi – Wwise audio effect plugin for bitcrushing and downsampling, 2024

Education

- British Columbia Institute of Technology:
  Business Administration *(BBA, 2020-2021)*,
  Business Management *(Diploma, 2019-2020)*
- Vancouver Film School:
  Sound Design for Visual Media *(Diploma, 2017-2018)*
- Berklee College of Music:
  Electronic Music Production and Sound Design *(Certificate, 2016-2018)*,
  Songwriting *(Certificate, 2014-2016)*
- Universidade Anhembi Morumbi:
  Music Production *(Associate Degree, 2015-2016)*