

Vinicius Vieira Júlio

Programming, Unreal Engine, architecture, ArchViz and technical design

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COVER LETTER

Dear Hiring Team,

I am applying for opportunities that combine programming, Unreal Engine, architectural visualization, technical design and interactive production. I have 13 years of programming experience, over 7 years with Unreal Engine and approximately 6 years of academic and practical experience in Architecture and Urbanism.

At Meta Original, from January 2025 through August 2026, I started as a Level Designer and was promoted to Unreal Engine Programming Lead after about six months. I led C++ and Blueprint developers and built Meta Core Tools, including a BuildManager, asset library, scene tools, pipelines and backend integrations. I also worked on multiplayer ArchViz and Pixel Streaming.

In parallel, I develop games at Neanderthal Games and visualizations at Partenon Studios. On commercial projects for HoYoverse/miHoYo and Heineken, I contributed CAD, SketchUp, modeling, architectural visualization and graphics. My portfolio and project links show these areas of work.

I would welcome a conversation about how this experience could support your team.

Sincerely,

Vinicius Vieira Júlio