

Jaber Felipe Neto

Unreal Engine Programmer (C++ / Blueprint)

jaber.neto@gmail.com jnsoftworks.com

Electrical engineer by training (2019) and programmer by vocation. Working with Unreal Engine since May 2021 — started out as a freelancer on Fiverr, building a 5.0★ record across 60 reviews (100% five-star) for clients in 15+ countries. Today I build my own systems and products, including procedural animation, character physics, and a node-based dialogue plugin launching on Fab in August 2026.

// EXPERIENCE

Independent Developer – JN Softworks

2021 – present

- Full procedural locomotion system for robotic characters in Advent Guard (Carbyne Games, in development): per-foot scene components plus an actor component driving the movement calculations, resolved visually through an Animation Blueprint and a per-character Control Rig (each robot has different joints) — six months of iterative development.
- Hit reaction system via tuned Physical Animation plus bone impulses on impact, including physical dismemberment when a body part's hitpoints reach zero.
- Questryn — a commercial node-based dialogue plugin for Unreal Engine (C++ and Blueprint), launching on Fab (Epic Games' marketplace) in August 2026.

Freelance Unreal Engine Developer – Fiverr

May 2021 – 2024

- 5.0★ across 60 reviews (100% five-star), top marks in communication, quality, and value. Repeat clients across 15+ countries.
- Delivered systems ranging from inventories, hit/strike animation, weapon firing with bullet physics/tracing, and Behavior Tree-based AI, to a from-scratch physics-based movement system praised for clean, well-organized code.

// EDUCATION

Bachelor's in Electrical Engineering

Universidade Positivo, 2019

// LANGUAGES

Portuguese

native

English

fluent listening comprehension · advanced speaking

// TECHNICAL SKILLS

Unreal Engine (C++, Blueprint)

Animation Blueprint & Control Rig

Physical Animation / Hit Reaction

Multiplayer / Networking (Unreal Engine)

Behavior Trees (AI)

Physics-based movement systems

Python (Editor Scripting)

Editor tools / plugins