

Santiago Firpo

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Summary

Software Engineer with 5+ years of experience building performance-critical, real-time systems, scalable UI frameworks, and interactive applications. Previously worked on Fortnite mobile at Epic Games, focusing on touch interaction systems and cross-platform UI architecture.

Background in fullstack TypeScript, game development, and developer tooling. Experience designing reusable product infrastructure and working in large-scale production environments.

Specializations

- Real-time interaction systems (low-latency, input handling)
- Scalable UI architecture and frontend platforms
- Modern frontend ecosystem (TypeScript/React)
- Developer tooling and internal frameworks

Professional Experience

Epic Games | Software Engineer (Systems / UI)

May 2023 – April 2026

- Designed and implemented real-time input and interaction systems for mobile platforms in a large-scale production environment (Fortnite).
- Built and maintained reusable UI and interaction frameworks supporting multiple features and teams.
- Contributed to cross-team systems and shared infrastructure, improving consistency and development workflows.
- Worked on performance-sensitive systems with constraints around latency, responsiveness, and cross-platform behavior.

Aquiris Game Studio | Software Engineer

Oct 2022 – May 2023

- Owned development of client-side systems and interactive features across mobile and cross-platform applications.
- Designed and maintained CI/CD pipelines using Jenkins and GitHub Actions.
- Collaborated across engineering, design, and product teams to deliver production-ready systems.

Aquiris Game Studio | Junior Software Engineer

Apr 2022 – Oct 2022

- Implemented UI systems and interactive features in Unity-based environments.
- Contributed to client-side architecture and gameplay systems.

Aquiris Game Studio | Intern

Mar 2020 – Apr 2022

- Started professional experience in software development using Unity and C#.
- Contributed to gameplay systems and internal tooling.

Selected Projects

Fortnite

Worked on real-time mobile interaction systems and UI architecture in a live-service environment. Contributed to reusable frameworks and shared systems across teams.

Wonderbox: The Adventure Maker

Developed gameplay systems and online features using Unreal Engine. Contributed to integration and deployment pipelines (Jenkins and GitHub Actions).

Looney Tunes: World of Mayhem

Implemented UI systems in Unity. Built internal tooling to streamline UI workflows by automating conversion of Adobe XD designs to Unity canvases.

Open Source & Projects

Typefs

Type-safe file system abstraction for Node.js using advanced TypeScript inference. Published as an npm package. Available at github.com/Firpython4/type-fs and npmjs.com/package/@firpy/type-fs

Conexão Treinamento

Full-stack application for gym management. Acted as technical lead, owning system architecture and development.

Backend built with Spring Boot; frontend developed using a React-based stack.

Recognized as a featured project in the 2025/2 cohort for technical quality and execution.

github.com/Firpython4/conexao-treinamento

Skills

Languages: C++, C#, TypeScript, JavaScript, Java, Go

Frontend: React, Next.js (App Router), modern TypeScript ecosystem

Backend (Working Knowledge): Node.js, API design (REST, OpenAPI), Spring Boot

Systems and Engines: Unreal Engine, Unity

Infrastructure: Docker, AWS, CI/CD (GitHub Actions, Jenkins)

Other: gRPC, Protocol Buffers, Perforce

Education

BSc in Software Engineering (incomplete)

Pontifícia Universidade Católica do Rio Grande do Sul
2022 – 2026

Languages

- Portuguese Native
- English Fluent