

MANUEL OTHEO

Senior Unreal Engine Multiplayer Engineer

C++ | Online Systems | Technical Leadership

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PROFILE

Unreal Engine C++ engineer with **13+ years in game development**. Builds gameplay networking and online systems for **Kiln** at Double Fine Productions / Xbox Game Studios through Hammerbyte Games. Combines hands-on replication, prediction, and cross-platform services work with studio technical direction and developer mentoring.

TECHNICAL SKILLS

Engine: C++, Unreal Engine 4/5, Blueprints, gameplay architecture

Multiplayer: Iris replication, client prediction, matchmaking, parties/lobbies, host migration

Online & platforms: EOS, PlayFab, Steam, Xbox Series X|S, Xbox GDK, PlayStation 5, Windows PC

Development: Jenkins, CI/CD, Perforce, Git, AWS, Amazon GameLift, Sentry

EXPERIENCE

DOUBLE FINE PRODUCTIONS / XBOX GAME STUDIOS

Dec 2022 - Present

Senior Multiplayer Engineer | Client engagement through Hammerbyte Games

- Design and implement multiplayer systems for **Kiln** across Xbox Series X|S, PlayStation 5, Xbox PC, and Steam.
- Built custom **Iris-based replication** to synchronize deformable clay gameplay across networked players.
- Implemented custom movement replication and client prediction for responsive networked movement.
- Designed matchmaking, persistent parties, host migration, and dedicated-server workflows using PlayFab.
- Migrating party and lobby systems to **Epic Online Services**, including platform authentication, presence, and invites.
- Implemented **host-readiness checks and request-scoped travel validation** to guard against premature connections and stale or duplicate map travel during matchmaking.

HAMMERBYTE GAMES

Jan 2020 - Present

Founder & CEO | Studio leadership alongside hands-on client engineering

- Grew an Unreal Engine studio from **3 to 25 employees**; direct technical strategy and mentor developers.
- Delivered **10+ commercial projects** across multiplayer games, VR, software products, and UEFN experiences.
- Built and maintained the studio's **Jenkins CI/CD and build automation** pipeline.
- Established engineering partnerships with Double Fine, Akupara Games, Halberd Studios, and 1336 Studios.

1336 STUDIOS

Jun 2019 - Oct 2021

Unreal Engine Developer

- Developed C++ gameplay, networking, and client-server systems for **Gridiron** on PC and consoles.

DUN RITE GAMES

Oct 2017 - May 2019

Technical Director / Game Developer

- Developed gameplay, AI, backend integrations, and prototypes for **Rift of Raigard** in Unity.

LONE WOLF STUDIOS

Mar 2013 - Oct 2017

Founder / Game Developer

- Founded an independent studio; led gameplay programming for commercial projects and prototypes.

EDUCATION

Computer Science Engineering | BUAP | 2012 - 2017

TrepCamp Entrepreneurship Program | University of California, Berkeley | June 2015