Eduardo Yukio Rodrigues
Game Programmer
São Paulo - Brazil

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Linkedin
Portfolio

Summary

Professional with **4+ years** of experience across **mobile, desktop, and VR** platforms. Developed core **gameplay systems**, minigames, UI, multiplayer features, and internal tools. Worked with **Unity/C#**, Meta Horizon Worlds/TypeScript, Python, Photon Quantum, and Love2D/Lua, contributing to games with **millions of players**. Graduated from University of São Paulo in **Computer Science**, I've done multiple personal projects and 10 game jams, achieving **Top 7** among 1880 entries.

Skills

- **Core:** Unity, C#, Git, Meta Horizon Worlds Editor, TypeScript, Python, Lua.
- **Additional:** Photon Quantum, Godot, SQL, C, Java, HTML, CSS, JavaScript, Love2D, GIMP, Audacity, Spine.
- **Languages:** Portuguese (native), English (advanced).

Professional Experience

Game Programmer - ARVORE Immersive Experiences (São Paulo, Brazil - Remote)   Sep 2025 - Present
- Implemented core gameplay systems, with emphasis on a scalable weapon system (bombs, melee, gadgets, status effects, cooldowns), handling gameplay logic, VFX/SFX integration, UI and online multiplayer functionality.
- Ensured full cross-platform support (VR, Desktop and Mobile), using Meta Horizon Worlds Editor and TypeScript, fixing platform-specific input, interaction, and performance issues in a massively popular live game.
- Actively validated gameplay and UX through multiplayer playtests and live-world sessions, with direct communication with Meta, resolving launch blockers, stability issues, and shipping production-ready fixes.

Game Programmer - Blue Gravity Studios (London, United Kingdom - Remote)   Apr 2025 - Sep 2025 (6 months)
- Implemented core gameplay systems in Unity, including weapons, projectiles, loot spawn, upgrades and progression.
- Developed 10+ weapons with unique mechanics, VFX/SFX, particles and movement patterns for online co-op.
- Built gameplay-critical UI with backend integration, including leaderboards and keyboard-only navigation systems.
- Worked on online multiplayer using Photon Quantum, handling synchronization issues and cross-platform support.

Game Programmer - Tapps Games (São Paulo, Brazil - Remote)   Oct 2023 - Nov 2024 (1 year, 2 months)
- Developed minigames, FTUE flows, and animations for live mobile games, with millions of players, using Lua/Love2D.
- Implemented monetization and growth features such as IAP offers, rewarded ads, cross-promotion, A/B-tested core features, missions, achievements, and online PVE events, directly impacting revenue and retention.
- Built reusable systems in Lua, and internal tools with GUI in Python, streamlining team workflows.
- Handled sensitive live-ops tasks, manipulating player save databases using SQL to deliver critical updates.
- Mentored 2 interns, providing pair programming sessions, code reviews, technical guidance, and regular feedback.

Junior Game Programmer - Tapps Games (São Paulo, Brazil - Remote)   Sep 2021 - Sep 2023 (2 years, 1 month)
- Developed gameplay features for live mobile games using Lua/Love2D, including ads and hard-currency systems.
- Ported minigames across many games, with complex codebases, adapting gameplay logic to different architectures.
- Implemented and iterated on A/B-tested features with Firebase Remote Config and fixed Crashlytics critical issues.
- Delivered frequent live updates for dozens of games on Google, Apple and Amazon stores, supporting CI/CD pipelines.

Intern Game Programmer - Tapps Games (São Paulo, Brazil - In Person)   May 2017 - Aug 2017 (4 months)
- Implemented core gameplay features, UI, progression systems and minigames for 2 mobile games, using Lua/Love2D.

Personal Projects

Mechanical Playground - Unity/C# | Solo | University final year project | Video | Code | Play! | - 2020
- Implemented finite state machines (State pattern) building 20+ mechanics, allowing the choice of combinable sets.

Nothing Matters - Godot | Team of 8 people | Game Jam (Ludum Dare 45) | Video | Code | Play! | - 2019
- Developed movement and item systems, with 70+ bugfixes. **Top 7** innovation, 149 overall (among 1880 games).

Education

Bachelor in Computer Science (finished)	University of São Paulo - IME	2018 - 2021
Bachelor in Computer Engineering (unfinished)	University of São Paulo - Poli	2014 - 2017