Elielson Barbosa

Unity Mid-Level Developer | Architecture Specialist | Informal Tech Lead
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Professional Summary

Unity Developer at Ambra Gaming, demonstrating senior-level expertise in:
- **Complex system architecture** (UI, networking, data persistence)
- **Performance optimization** (90%+ FPS gain, 3k→120 lines refactoring)
- **Technical leadership** (mentored 5 senior + 3 junior developers)
- **Code quality** (SOLID principles, Clean Code, thorough documentation)
- **Automation** (CI/CD pipelines, custom tooling)

Professional Experience

Unity Mid-Level Developer (Performing as Senior)

Ambra Gaming *8-member dev team | Promoted after 1 year | Senior-level responsibilities*

System Architecture:
- **Asset Pipeline**:
    - Implemented **Addressables** (70% load time reduction)
    - Dynamic **AssetBundles** implementation
- **Input System**:
    - **Unity Input System** architecture (10+ control schemes)
    - **UI Toolkit** integration
- **Networking**:
    - Real-time communication with **Socket.IO** (<50ms latency)
    - **Observer pattern** for data synchronization
- **Modular architecture** using:
    - **Zenject** (Dependency Injection)
    - **Assembly Definitions**
    - **Timeline** for cutscenes

Technical Leadership:
- Mentored **5 senior developers** (technical onboarding)
- Developed **custom packages** for team workflow

Key Achievements:
- **Optimization**:
    - 90%+ performance gain (30 → 120 FPS)
    - Refactored **3k lines → 120 lines** (single method)
- **Automation**:
    - Python/Qt5 tool for **100+ automated PRs**
    - Bash scripts for CI/CD (**80% faster builds**)

Technical Skills

Unity Expertise:
▸ UI Toolkit • Addressables • Input System • Timeline
▸ Zenject • Socket.IO • Unit Testing • Profiler
▸ AssetBundles • Animation • ECS Concepts

Software Architecture:
▸ SOLID • Clean Code • Documentation
▸ Modular Design • DI Patterns

DevOps:
▸ Azure DevOps • CI/CD Pipelines • Bash
▸ Build Automation • Python Tooling

Languages:
▸ Portuguese (Native)
▸ English (Intermediate - Technical Proficiency)

Other:
▸ C# (.NET 6) • Python • PostgreSQL
▸ Git • Linux • Performance Optimization

Education

B.Sc. in Computer Science
CESUPA | Feb 2019 - Jan 2023
✓ Graduated with honors (2nd in class)
✓ Conducted Unity workshops for 20+ students

Career Objective

Seeking transition to **Senior/Architect Unity** roles to leverage:
- Expertise in **modular architecture and optimization**
- Proven **technical mentorship** experience
- **DevOps and automation** mindset
- Passion for **clean, documented code**