

Elielson Barbosa

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

Brazil | elielsonbr.com@gmail.com | [+55 91 98476-2085](tel:+5591984762085) | [Github](#) | [Linkedin](#)

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**