# **Elielson Barbosa**

**Unity Mid-Level Developer | Architecture Specialist | Informal Tech Lead**  
Brazil | [elielsonbr.com@gmail.com](mailto:elielsonbr.com@gmail.com) | [+55 91 98476-2085](https://api.whatsapp.com/send/?phone=5591982350030) | [Github](https://github.com/Elielson68) | [Linkedin](https://www.linkedin.com/in/elielson-barbosa/)

## **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**