Esley Gonzaga

Gameplay Programmer

Portfolio: esleygc.github.io/Esley-Gonzaga/
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Professional Summary:

Skilled Gameplay Programmer with expertise in Unity and Unreal Engine, dedicated to creating captivating player experiences through robust and dynamic gameplay mechanics.

Core Qualifications:

- Comprehensive experience overseeing the entire development lifecycle of multiplatform projects, from the pre-project phases to successful launches.
- Proficient in leveraging external APIs, including FMOD, to enhance the development process and optimize game functionality.
- Rapid prototyping skills for efficient validation of early-stage game concepts, ensuring a streamlined development pipeline.
- In-depth proficiency in C# and C++, crucial languages in the field of game development, contributing to the creation of robust and efficient gaming experiences.
- Exceptional capacity for rapid learning, adapting swiftly to new technologies, tools, and industry trends.
- Seasoned profiling analyzer with comprehensive knowledge across various platforms, ensuring optimal performance and efficiency in game applications.
- Proven ability to collaborate effectively within a team environment, working towards a common goal to deliver high-quality gaming experiences.

Experience:

Big Moxi, Remote
Senior *Gameplay Programmer*

JANUARY 2024 - PRESENT

At Big Moxi, I serve as a Senior Gameplay Programmer, dedicated to implementing advanced gameplay systems. My primary responsibility is to transform design concepts into robust and optimized functionalities, collaborating with various teams to achieve smooth and high-quality gameplay.

Flux Games, Remote
Lead *Gameplay Programmer*

DECEMBER 2021 - DECEMBER 2023

In the role of lead gameplay programmer, I collaborated with a talented team to develop mechanics and systems empowering designers and animators for creating enjoyable experiences across diverse platforms.

Flux Games, Remote
Game Programmer

JUNE 2021 - DECEMBER 2021

Being part of Flux Games provided me with an expansive view of the game development universe, involving collaborations with major IPs and handling multiplatform projects. Each day presented a new challenge, fostering an enviroment that fueled continuous learning and adaptability, crucial elements in a rapidly evolving industry.

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Language:

Portuguese (native)
English (fluent)

Skills:

- C++
- Unreal Engine
- C#
- Unity Engine
- Rider
- Visual Studio
- Fmod
- Perforce
- Git
- Plastic
- Gameplay Ability System (GAS)
- Enhanced Input in Unreal Engine
- Unity's Input System
- Profiler
- Animator
- Blueprints

Favorite games:

- Dragons Dogma
- State of Decay
- Baldur's Gate
- Age of Empires
- Chess
- Exanima
- Arma 3
- Brawlhalla

CannyCapy, Remote
Game Programmer

JANUARY 2020 - JUNE 2021

CannyCapy brought together an experienced artist and myself to bring to life an action-packed rogue-like. With unique mechanics and a foundation in emergent gameplay, our objective was to produce an experience we could be proud of and truly relish. As seen in Dwarf Prison.

Black Onyx Interactive, Remote
Game Programmer

JUNE 2020 - JUNE 2021

At Black Onix Interactive, I elevated combat systems and introduce beat'em up mechanics. Collaborating with a team of talented artists, I quickly immersed myself in the project's legacy code, propelling it toward a more engaging brawler experience.

Projects:

The Walking Dead: Destinies

The development was challenging from the start. Operating with little margin for error in a multiplatform project, I led a talented team of gameplay programmers in the task of creating all the necessary tools for the game design team to bring their visions to life. These tools empowered the game design team, which could, for example, utilize a data-driven combat system that allowed them to work quickly and closely with the animation team.

Cobra Kai 2: Dojos Rising

Cobra Kai 2 was a project in which I had my first experience working with a large multidisciplinary team. It provided valuable insights into developing a major IP and the considerations involved in porting throughout the entire process. My responsibilities ranged from creating a racing system to establishing a foundational audio system and determining how non-playable characters selected their targets in the combat system, among other things.

Dwarf Prison

A personal project, teaming up with an animator friend to bring to life a rogue-like game with intelligent AI systems, physics-driven combat, and a focus on emergent gameplay. Dwarf Prison showcases procedural map generation, a boss system, simple yet dynamic music, and a varied combat system based on unlockable perks.

Dicey Krime: Traveler of Time

Contributed significantly to the development of a cartoon-style Beat 'em up by an Italian studio, refining combat systems, upgrading AI, and working closely with animators for a visually engaging and entertaining game, in line with the original designers' intent.