# Esley Gonzaga

Gameplay Programmer

**Portfolio:** [esleygc.github.io/Esley-Gonzaga/](esleygc.github.io/Esley-Gonzaga/)
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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)
- Motion Matching
- State Tree/EQS/AI
- Multiplayer
- Profiler / Insights
- Complex Animation techniques
- Blueprints

## Favorite games:

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

## 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:

### Saipher, Remote
Senior *Gameplay Programmer*

FEBRUARY 2025 - PRESENT

At Saipher, I work as a Senior Gameplay Programmer, focused on developing a realistic air traffic control simulator. I develop AI systems that replicate pilot and driver behavior, covering the full range of aircraft and ground vehicle procedures both in the air and within airport environments. This includes implementing complex physics-based simulations, while maintaining strong performance, stability, and correct replication across the project for all clients.

### Big Moxi, Remote
Senior *Gameplay Programmer*

JANUARY 2024 - FEBRUARY 2025

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.

**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:

### Tatic 3D SIM

A real-time air traffic control simulation project focused on training and research, where development centers on implementing realistic aircraft and ground vehicle behavior, accurate aerodrome operations, and complex procedural logic. The work emphasizes simulation fidelity, performance, and immersion, supporting multiple scenarios used both for controller training and for validating new air traffic management procedures before real-world adoption.

### Reaper Actual

Reaper Actual is a large-scale AAA project developed around the challenge of supporting hundreds of players simultaneously in a persistent open-world shooter. From the start, every system had to be built with scale, security, and network efficiency in mind to ensure stable and reliable multiplayer gameplay. Working on this project meant collaborating closely with a large, multidisciplinary team made up of hundreds of professionals, where constant communication, technical discipline, and performance awareness were essential to deliver a robust online experience.

### 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.