

Carlos Feldmann

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I'm a passionate game developer focused on building innovative and scalable gaming experiences. With expertise in server engineering and multiplayer systems, I thrive in collaborative teams where I can contribute, learn, and tackle creative challenges.

EXPERIENCE

First Light Games — Senior Server Engineer .NET, TS, Unity.

.NET, Unity, Typescript, Azure, Azure Devops, K8S, Photon Quantum, Playfab, Unity Cloud

Ago 2023 - Present

Hired as a Game Server Engineer, but I've started getting involved in every part of the game development process due to curiosity and the need we had in the company for client developers.

- Improved development and deployment processes, automating required manual tasks for building the game and also its server's hosted in Azure Kubernetes Service and Photon Enterprise.
- Developed backend algorithms to synchronize data from Web3 into the game, ensuring seamless integration with blockchain data.
- Created and deployed a TypeScript microservice to read and index blockchain data using non-relational databases and distributed locks.
- Led the integration of game features with PlayFab and Photon Quantum, including a real-time matchmaking system.
- Refactored parts of the game code architecture to make it easier to add new features and understand code, including typed wrapper for Photon Realtime properties, centralized game content loading and enabling easy configuration by artists.
- Designed and developed admin tools for in-game player inventory management using Blazor .NET.

First Light Games — Server Engineer .NET, TS, Unity.

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Nov 2022 - Ago 2023

- Developed socket-based group system for multiplayer interactions using PlayFab features.
- Refined AI bot behavior and optimized game performance, enhancing gameplay experience.
- Created automated game tests using Unity's testing framework integrated with Firebase Device Farm and Azure DevOps pipelines, automatically grabbing game performance metrics and publishing them to Slack and application insights for better visualization.
- Implemented multiple game screens using Unity New UI Toolkit - also creating new tools when needed - together with the UI/UX team, with straightforward communication and small interactions.

SOFTWARE LANGUAGES

C#	●●●●●
Java	●●●●●
Go	●●●●
JS/TS	●●●
PHP	●●
Python	●●

TECH

Docker	●●●●●
Azure DevOps	●●●●●
Unity	●●●●
Azure	●●●●
SQL	●●●●
MongoDB	●●●
Jenkins	●●●
Redis	●●●
DataDog	●●●
K8s	●●

LANGUAGES

English, Portuguese

MercadoLibre Inc— *Software Engineer*

Golang, Java, Spring Boot, Datadog, NewRelic, Relational and Non Relational Databases

Mar 2022 - Nov 2022

- Became the go-to technical resource across multiple projects, facilitating seamless communication between teams.
- Led the technical planning for product features and coordinated with product managers to define technical requirements and timelines.
- Onboarded new engineers through training materials and mentorship, assisting with career development and technical growth.
- Developed and maintained microservices in Golang, handling 1M requests per minute, utilizing CQRS, Event Sourcing, and Message Broker patterns for high scalability.

MercadoLibre Inc— *Junior Software Engineer*

Golang, Java, Python, Datadog, NewRelic, Relational and Non Relational Databases

Jun 2021 - Mar 2022

- Enhanced a logistics application to enable dynamic product rule configurations in real-time, saving significant development time across teams.
- Built and maintained high-throughput microservices using Golang and Java Spring Boot, with a focus on low-latency processing and maintaining high SLAs. Later, I monitored those applications with available tools(DataDog, NewRelic, Kibana).
- Headed the technical aspect of multiple software projects handovers, later rewriting some of those services for optimization.

Compass UOL— *Jr Software Developer*

Java, Javascript, Azure

March 2020 - Jun 2021

- Designed and developed chat services for customer support, integrating WhatsApp via Twilio, ensuring smooth customer interaction.
- Maintained microservice infrastructure in Azure Container Apps, ensuring high availability and scalability.
- Created automated tests for WhatsApp conversation flows using Cucumber and Puppeteer, ensuring robust functionality.
- Developed dashboards with AppInsights, providing key metrics for product observability, and service performance.

CERTIFICATIONS

Java SE 8 Programmer

November 2020

PROJECTS

Blast Royale

Innovative Web3 real-time multiplayer top-down shooter game.

<https://www.blastroyale.com/>

InstaMC

Minecraft server. It was, at some point, the biggest Minecraft server in Brazil.

<http://www.instamc.com.br>