Otavio Ludwig

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Skills

- Unity 2D/3D | **Multiplayer** | **Azure PlayFab** | **Photon Fusion/Quantum** | **Firebase** | **Cloud Functions** | Network Topologies | **Profiling**
- C# | C++ | Python | Java | PHP | MySQL | Git | OOP | **ECS** | Unit Testing | Design Patterns | **Android Studio** | **XCode**

Experience

Unity Programmer
Blue Gravity Studios   *Remote, England* **03/2024 - 03/2025**

- Lead the development team during challenging projects, managing system quality, architecture and scalability.

- Worked on an important RPG title containing cloud account saving, online co-op, online pvp, daily quests, steam integration and leaderboard system. The game is called Rune Legacy Idle and it's available on Steam.

Unity Programmer
Izyplay GameStudio   *Remote, Brazil*   **11/2021 - 03/2024**

- Developed game features, translated requirements from the game design team, managed art integration and integrated SDK and KPIs. Some of the game features include: Vehicle racing, store management, voxel digging, tower defense, fishing and laser puzzles.

- Thrived in a fast-paced environment, worked on **10+ commercial games across Android, iOS, and Web**. I was assigned to some of the company's most important projects and structured major code architecture plans for system's escability. When required I also fixed bugs and implemented features on other projects I had no previous familiarity with.

- Led the planning and development of **network solutions** for some **real-time multiplayer** projects. I am constantly looking for new technologies for our game's demands and improve our overall code/project quality, some of the tools I have utilized are **Unity, Azure Playfab, Photon Fusion, Photon Quantum, Fishnet, Mirror, Fmod, Facebook SDK, Google Analytics.**

- Planned and executed backend solutions for authentication, Cloud save and Cloud functions using **Firebase and Playfab.**

- Lead developer working on our most ambitious project so far, *WheelStars*, which uses an advanced multiplayer solution that allows **cross-platform** for Mobile, PC and Console. In 2023 the project received an **award at the Big Festival.**

- Developed and ported games for various platforms, such as **Android, iOS, WebGL, and PC**. Resolved compatibility issues while optimizing projects to target each platform's particularities.

- Since a lot of our projects were mobile targeted, I analyzed performance opportunities and optimized them accordingly, successfully reducing memory usage, improving frame-rates and preserving visual quality. Some of the optimization I have managed involved: **Render Pipeline, Object Pooling, Adressables, Physics Callbacks, GC Allocation, Texture/Mesh Manipulation.**

Others

- Proficient in English, both written and spoken.

- Prior to entering the game development field, I have over a year of experience developing automation software. In my previous roles, I focused on improving the efficiency of support teams by crafting tools that saved countless hours of manual work daily. I successfully implemented 4 automation tools for data capture and auto-messaging, utilizing a diverse skillset including **PHP, MySQL, JavaScript, and Python**.