

## ***Leandro Dornela Ribeiro***

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[leandrodornela.github.io](https://leandrodornela.github.io)

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### **Skills**

- **Game Programming:** Gameplay programming and UI programming.
- **Graphics and Math programming:** OpenGL, GLSL, vector math and collision detection.
- **Programming Languages:** C++, C, C#, JavaScript and Python.
- **Development Tools:** Microsoft Visual Studio, Microsoft Visual Code, CodeBlocks and GitHub.
- **Unity:** C# scripting, lighting, animation, 2D and 3D physics, ADS, UI and optimization.
- **Teamwork:** Working experience as programmer on a team with artists and designers.
- **Language proficiency:** Portuguese(native), English(intermediary) and Spanish(basic).
- **Knowledge:** Notions of Cryengine V and Unreal Engine 4. Differential and Integral Calculus, Analytical Geometry, Linear Algebra, Newtonian Physics, Data Structures, Software Development Process, Object-oriented programming, Rendering and 3D Modeling.

### **Projects**

- **2018-2019: “Neon Slash”, Programmer**  
**Description:** 2D tap action game made in Unity.  
**Responsibilities:** Programming of all features and performance optimization.  
**Store:** [play.google.com/store/apps/details?id=com.GuaraGames.NeonSlash](https://play.google.com/store/apps/details?id=com.GuaraGames.NeonSlash)
- **2018: “Cellular Organelles Quiz”, Programmer**  
**Description:** Cellular organelles quiz prototype game made in Unity.  
**Responsibilities:** Programming of all features. Scoreboard and video integration.  
**More info in my portfolio:** [leandrodornela.github.io](https://leandrodornela.github.io)
- **2018: “Combat Mechanics”, Programmer**  
**Description:** Basic combat system project and implementation in Unity.  
**Responsibilities:** Do different types of hand attacks and possibility to add more, expansible special abilities, walk and run, row, skill experience and level up, objects interaction, checkpoints and basic AI.  
**Source:** [github.com/LeandroDornela/CombatMechanicsPrototype](https://github.com/LeandroDornela/CombatMechanicsPrototype)
- **2018: “2.5D Platform Mechanics”, Programmer**  
**Description:** 2.5D platform movement prototype.  
**Responsibilities:** Give the player the possibility to move through 3D platforms and loops.  
**More info in my portfolio:** [leandrodornela.github.io](https://leandrodornela.github.io)
- **2017-2018: “O Inferno de Tande”, Programmer**  
**Description:** Mobile casual game made in Unity.  
**Responsibilities:** Programming of some features, like the play movement, objects spawn and level selection menu. Bug correction and performance optimization.  
**Store:** [play.google.com/store/apps/details?id=com.GuaraGames.Tande](https://play.google.com/store/apps/details?id=com.GuaraGames.Tande)

### **Education**

- **2013-2019: Bachelor of Computer Science**, Universidade Federal de Juiz de Fora.