

Leandro Dornela

Game Developer

 Brasil
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Summary

Game developer with **5+ years of professional experience** in the indie industry and nearly a decade as a hobbyist. I enjoy solving **hard problems**, constantly exploring **new technologies and techniques** to deliver a highly polished product. My solid background includes **gameplay and UI programming, procedural generation, and rendering**. Passionate about games as an art form, I am inspired by how code comes to life as interactive, visual experiences.

Technical Skills

- Unity
- Unreal
- Git/VCS
- C++
- C#
- Python
- Gameplay programming
- UI programming
- Graphics programming
- Tools programming
- Procedural generation
- Performance optimization
- Design patterns
- OOP
- SOLID
- MVVM
- Data structures and algorithms
- Vector & matrix mathematics
- Differential & Integral Calculus
- Physics
- 3D Modelling

Soft Skills

- Teamwork
- Highly committed
- Attention to detail
- Organized
- Problem-solver
- Creative
- Adaptable
- Open to changes
- Open to feedback

Languages

Portuguese: Native
English: Professional Working Proficiency
Spanish: Limited Working Proficiency

Education

Bachelor of Computer Science,
[Universidade Federal de Juiz de Fora](https://www.ufjf.br/)

Experience

[Globant](#) (full-time, 2022-2024)

- [Reign of Titans](#) (2023) | **Role:** Programmer | **Platform:** Web(PC), Mobile | **Tool:** Unity

Description: Card-based multiplayer battle game with unique NFT characters. The players build decks and utilize cards as attacks and buffs.

Responsibilities: Implemented many core gameplay mechanics, UI, basic AI, tools. Collaborated in a remote multicultural team.

Key Contributions:

- Owned key UI elements and related gameplay systems.
- Developed tools to test UI elements (cards, effects indicators) without needing to run the full game.
- Built a character inspection tool to review generated 3D characters and assets outside of gameplay.
- Created a simple but effective AI bot for autonomous gameplay testing.
- Integrated and optimized 2D assets.

[Male Doll Studio](#) (full-time, 2019-2021)

- [Sofiya And The Lewd Clan](#) (2021) | **Role:** Programmer | **Platform:** PC | **Tool:** Unity

Description: Platformer game built on top of a previous base project. Features character projectiles, enemy interaction, and an unlockable content gallery.

Responsibilities: Responsible for coding all features, VFX, asset integration and contributions in level design and UI.

Key Contributions:

- Owned the architecture, implementation, and deployment of the project.
- Integrated new Unity level-building tools to accelerate environment creation and optimize asset usage.
- Delivered visual polishing and VFX improvements.

- **Puzzle Games:** [Furry Heroes](#), [Magical Girl](#), [DominaTrix](#), [Summer Flowers](#), [Villain Project](#) (2020) | **Role:** Programmer | **Platform:** PC | **Tool:** Unity

Description: Multiple puzzle games with mini-games, dialogues, and galleries.

Responsibilities: Implemented all features, graphics polishing, base framework maintenance.

Key Contributions:

- Owned the architecture, implementation, and deployment of the project.
- Created a reusable template that enabled designers to build new games quickly.
- Added new mini-games such as rhythm and pattern-drawing mechanics.
- Delivered visual polishing and visual effects (VFX) enhancements.

- [Boyfriend's Rescue](#) (2020) | **Role:** Programmer | **Platform:** PC | **Tool:** Unity

Description: Platformer where the character has diverse skins that give unique abilities (projectiles, shield, double jump, grab & swing). Unlockable content gallery, diverse enemies and levels.

Responsibilities: Responsible for coding all features, VFX, asset integration and contributions in level design and UI.

Key Contributions:

- Owned the architecture, implementation, and deployment of the project.
- Solved a tentacle animation problem using physics and math.
- Proposed and implemented an asset reuse strategy to enrich background details and add environmental meaning.

Personal, Independent, and Academic

- [Procedural Floor Plan Generation Tool](#) (2025)

A Unity tool for generating floor plans and buildings.

- [Neon Slash](#) (2019)

Mobile casual game made in Unity. Interdisciplinary team.

- [Inferno de Tande](#) (2018)

Mobile casual side scroller game made in Unity. Interdisciplinary team.

More on my non-professional projects portfolio: leandrodornela.github.io