

Leandro Dornela Ribeiro

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Skills

- **Game Programming:** Gameplay and UI programming.
- **Graphics and Math programming:** OpenGL, GLSL, vector and matrix math.
- **Programming Languages:** C++, C, C# and JavaScript.
- **Development Tools:** Microsoft Visual Studio, Microsoft Visual Code, CodeBlocks and GitHub.
- **Unity:** C# scripting, lighting, timeline, scriptables, shader graph, 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:** Differential and Integral Calculus, Analytical Geometry, Linear Algebra, Newtonian Physics, Data Structures, Software Development Process, Object-oriented programming, Rendering and 3D Modeling.

Experience

Male Doll Studio

- **2021: “Sexcraft, Sofiya And The Lewd Clan”, Programmer and Technical Artist**
Description: A platform where the player can have sex with enemies. The design is an improvement on what was done in Boyfriend's Rescue with improvements to the platform mechanics adding features like “coyote time” and jump load. In this project, I was responsible for implementing all features, VFX, and suggestions in UI and design.
Steam (+18): [Sexcraft - Sofiya and the Lewd Clan on Steam](#)
- **2020: “Bring Me a Man, Santa”, Programmer and Technical Artist**
Description: A casual game where the player collects the items thrown on the screen to undress the character in the background. I was responsible for implementing punctual things, adding assets, and graphics polishing, as well as some design and interface suggestions.
Steam (+18): [Bring me a man, Santa on Steam](#)
- **2020: “Puzzle Games Upgrade(Furry Heroes, Magical Girl)”, Programmer and Technical Artist**
Description: An improvement to the basic puzzle template(Puzzle Games[Domina Trix, Summer Flowers, Villain Project]). Two new minigames have been added, in one the player must follow a shape with the mouse and the other rhythmic where the sequence of actions must be corrected. I was responsible for implementing all features and for graphics polishing.
Steam (+18): [Furry Heroes on Steam](#), [Magical Girl on Steam](#)
- **2020: “Boyfriend's Rescue”, Programmer and Technical Artist**
Description: It was the biggest project I had worked on so far, about 9 months. The project is a platform that as main mechanics we have the exchange of skins with each skin having different abilities and adult interaction with defeated enemies. I was responsible for implementing most of the project besides VFX and design suggestions.
Steam (+18): [Boyfriend's Rescue - Gay Platform Game on Steam](#)
- **2020: “Puzzle Games(Domina Trix, Summer Flowers, Villain Project)”, Programmer**
Description: My first project at Male Doll. My role was mainly to develop a base that would be used in three games, giving instructions on how to insert assets for each one. And then make small adjustments and polishing. The games consist of puzzles that when solved display the full picture.
Steam (+18): [DominaTRIX - Hentai Storytelling Puzzle on Steam](#), [Summer Flowers on Steam](#)
[Villain Project on Steam - Male Doll Franchise](#)

Education

- **2013-2021: Bachelor of Computer Science**, Universidade Federal de Juiz de Fora.