Leandro Dornela

Game Developer

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Summary

Game developer with 5+ years professional experience in Unity and C#; deeply motivated by solving complex technical challenges with a strong background in gameplay systems, UI, procedural generation, and tools that accelerate production.

Technical Skills

- **Engines & Languages:** Unity, Unreal Engine, C#, C++, Python
- **Systems & Architecture:** OOP, SOLID, MVVM, Design Patterns, Data Structures, Git/VCS
- **Core Competencies:** Gameplay Programming, UI/UX, Graphics/Shaders, Tools Development · Procedural Generation · Performance Optimization
- **Math & Physics:** Vector/Matrix Mathematics, Algebra, Physics

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Professional Experience

Globant (2022-2024) · Game Programmer · Game Engineer · Unity Developer
Project: Reign of Titans (Web/PC · Unity)

- Responsible for developing core gameplay mechanics and UI systems for a multiplayer card battler.
- Engineered custom Editor Tools for UI and assets testing, reducing iteration time for designers and testers.
- Collaborated in a global, Agile environment, delivering clean and organized code within a remote, multicultural team.
- Relevant tech used: Addressables, UniTask, uGUI, JSON serialization, Unity Editor scripting

Male Doll Studio (2019-2021) · Game Programmer · Unity Developer · Tech Artist
Projects: Platform and Puzzle Games (PC · Unity)

- Engineered the systems and developed 7 commercially released titles on PC.
- Engineered a Reusable Game Framework for a suite of 5+ puzzle titles, enabling designers to rapidly prototype and deploy new content with minimal engineering overhead.
- Directed VFX and Polishing phases, utilizing custom shaders and particle systems to elevate visual fidelity and player feedback.
- Relevant tech used: Steam Integration, Shader Graph, Scriptable Objects, URP

Other Experience & Projects

Procedural Floor Plan Generation Tool (2025) · Tool Programmer · Unity Developer

- Developed a Unity tool for interior floor plans generation using a growth-based approach. The tool includes a node editor and support for modular assets.

Neon Slash & Inferno de Tande (2018-2019) · Game Programmer · Unity Developer

- Collaborated in interdisciplinary teams to develop and launch casual mobile side-scrollers, focusing on responsive touch controls and performance optimization.

Education

B.Sc. Computer Science, Universidade Federal de Juiz de Fora

Languages

English: Professional Working Proficiency · **Portuguese:** Native