

# Leandro Dornela

## Game Developer



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## Technical Skills

- Unity (Advanced)
- Unreal (Beginner)
- Gameplay programming
- UI programming
- C++
- C#
- Git/VCS
- OOP
- Performance optimization
- Graphics programming (OpenGL, GLSL)
- Tools programming (Python, Unity)
- Procedural generation
- Design patterns
- MVVM
- Data Structures and algorithms
- Vector & matrix mathematics
- Differential & Integral Calculus
- Physics
- 3D Modelling
- Photoshop



## Soft Skills

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



## Languages

- **Portuguese:** Native
- **English:** Upper Intermediate
- **Spanish:** Intermediate



## Education

### Bachelor of Computer Science (2013 – 2025)

Universidade Federal de Juiz de Fora

- All classes completed. Pending final work.
- Unity student ambassador.
- Organized Game Jams and other game dev related events.
- Study and research in Computer Graphics.
- Student mentor of 3d modelling.

### Bachelor of Sciences (2013 – 2018)

Universidade Federal de Juiz de Fora

- Part of my computer science course. A bachelor degree in general exact sciences.

### Bachelor of Arts (Incomplete, 2011)

Universidade Federal de Juiz de Fora



## Summary

Game developer with over 5 years as a professional in the indie industry and nearly a decade as a hobbyist, all using Unity as the primary tool delivering engaging mechanics, polished visuals, and useful tools. Solid background in gameplay and UI programming, procedural generation, and rendering. Passionate about games as an art form and inspired by the way code comes to life as interactive, visual experiences.



## Experience

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

#### • Reign of Titans (2023)

**Role:** Programmer | **Platform:** Web(PC) | **Tool:** Unity

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

**Responsibilities:** Implemented some core gameplay mechanics, UI, basic AI. Created testing tools for cards inspection, character generation, and UI elements. Collaborated in a remote multicultural team.

**Website:** [Reign of Titans](#)

### 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 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.

**Steam(18+):** [Sexcraft - Sofiya and the Lewd Clan](#)

#### • Bring Me A Man, Santa (2020)

**Role:** Programmer | **Platform:** PC | **Tool:** Unity

**Description:** Casual game where players collect falling items to alter a character's appearance.

**Responsibilities:** Developed parts of gameplay, integrated assets and polished graphics.

**Steam(18+):** [Bring me a man, Santa](#)

#### • Puzzle Games: Furry Heroes, Magical Girl, DominaTrix, Summer Flowers, Villain Project (2020)

**Role:** Programmer | **Platform:** PC | **Tool:** Unity

**Description:** Developed multiple jigsaw puzzle games using a core framework I created. Introduced diverse minigame modes including shape-drawing and rhythm-based gameplay.

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

**Steam(18+):** [Furry Heroes](#), [Magical Girl](#), [DominaTRIX](#), [Summer Flowers](#), [Villain Project](#)

#### • 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.

**Steam(18+):** [Boyfriend's Rescue](#)

### Guará Games (hobbyist, 2015-2019)

#### • Neon Slash (2019)

**Role:** Programmer | **Platform:** Android | **Tool:** Unity

**Description:** Mobile casual game featuring one-touch gameplay where players jump over walls and defeat enemies indefinitely. The game was pre-selected for competition in the professional category of SBGames 2019.

**Responsibilities:** Responsible for all game code, highlighting ads integration and performance optimization.

**YouTube(Removed from Play Store):** [Neon Slash](#)