

# Rudieri Bauer

Joinville, SC – Brazil

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## SUMMARY

Game Developer with 4+ years of professional experience across mobile, console and PC platforms. Skilled in Unity3D (C#) and experienced in C++ game programming, gameplay systems, performance optimization, cross-platform builds, and live-ops. Strong collaborator with design, art and engineering teams; adept at building and iterating features and systems that engage players and scale production.

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## CORE COMPETENCIES

- **Game Engines & Frameworks:** Unity3D, custom engine workflows, basic Unreal exposure
  - **Programming Languages:** C#, C++, JavaScript/TypeScript, Python (scripting)
  - **Gameplay Systems:** mechanics implementation, AI behaviours, physics, multiplayer fundamentals
  - **Cross-Platform Deployment:** iOS, Android, PC (Windows), console (Xbox), Web
  - **Performance & Optimization:** profiling, memory/CPU/GPU tuning, build size reduction
  - **Live-Ops & Analytics:** integration of ad/analytics SDKs, retention/monetization features
  - **Version Control & Collaboration:** Git, branching workflows, pull requests, technical documentation
  - **Agile Development:** sprint cycles, rapid prototyping, iterative feedback, technical design docs
  - **Soft Skills:** strong communication (English fluency), problem-solving, teamwork, self-motivation
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# PROFESSIONAL EXPERIENCE

## Yalla Play – Game Developer

Joinville, SC – Brazil • July 2021 – Present

- Contributed to commercial mobile/console/PC titles including *Spades Masters* and *GinRummy Masters*, delivering features aligned with product goals.
- Designed and implemented gameplay mechanics (player input, interactions, UI events, multiplayer-ready logic) using Unity3D and C#.
- Built cross-platform builds (IOS + Android), optimized load times and memory footprint, improved performance metrics by measurable percentages.
- Integrated live-ops systems (ads mediation, analytics tracking) to support retention and monetization strategies.
- Authored technical design documentation specifying systems architecture, implementation steps, dependencies and asset workflows.
- Worked in agile sprints with design/art/QA teams, resolved blockers proactively, delivered high-quality code on schedule.

## Independent Projects – Game Developer / Programmer

Freelance • Oct 2018 – Present

- Developed several indie titles (*Soul Shifter*, *Dash & Swing*, *No Dead Ends*) from concept through prototype to launch on Steam.
- Implemented core systems: UI, gameplay loop, AI behaviours, physics interactions, audio/visual integration.
- Built custom editor tools to streamline asset-pipeline and artist workflows, improved productivity.
- Utilized version control and project management best practices, documented work and iterated based on user feedback.

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# EDUCATION

Master's in Electrical Engineering – UDESC, Joinville-Brazil • 2021

Graduated in Software Analysis & Development – IFFAR, Alegrete-Brazil • 2018

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# TECHNICAL SKILLS

**Languages:** C#, C++, JavaScript/TypeScript, Python

**Engines & Tools:** Unity3D, basic Unreal Engine, custom engine experience

**Platforms:** iOS, Android, Windows PC, Xbox Console

**Tools:** Git, Jira, Visual Studio, Unity Profiler, Console Profiling Tools, VSCode, Copilot

**Gameplay Systems:** Core game loops, AI, physics simulation, multiplayer fundamentals, Shaders

**Live-Ops & Analytics:** Ads mediation (e.g., Unity Ads, AdMob), analytics SDKs (e.g., Firebase, OneSignal, UnityAnalytics, Embrace)

**Optimization:** CPU/GPU profiling, memory management, build size reduction

**Other:** Technical documentation, agile workflows, cross-discipline collaboration

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# PORTFOLIO & PERSONAL PROJECTS

- Portfolio available: [rudieri.itch.io](https://rudieri.itch.io) — playable builds and prototypes demonstrating gameplay mechanics, UI, cross-platform.
  - GitHub: [github.com/Rudieri34](https://github.com/Rudieri34) — code samples and smaller prototypes.
  - Participate in game jams and indie dev initiatives to stay current with tools/technology and build new skills.
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# ADDITIONAL INFORMATION

- Native in Portuguese
- Fluent in English (written & verbal)
- Intermediate in Spanish (written & verbal)
- Beginner in German (written & verbal)
- Passionate gamer and lifelong learner, always stay up-to-date with latest engine updates, middleware, multiplayer trends.
- Adaptable: experience with remote and cross-time-zone collaboration.
- Self-motivated: comfortable taking ownership of features and delivering with minimal supervision.