

VINÍCIUS ALVES DE OLIVEIRA

Unity Game Developer

Teresina, Brazil | Open to remote work

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PROFESSIONAL SUMMARY

Creative Unity Game Developer with 4+ years building PC and mobile games, from solo prototypes to small-team releases. Experienced in startups and indies, hands-on with gameplay, UI/UX, VFX, and prototyping. Passionate about turning bold ideas into memorable, polished experiences—always learning, sharing, and helping teams grow.

TECHNICAL SKILLS

- **Unity 3D:** Deep expertise; shipped multiple polished games for PC and mobile in indie and startup teams
- **C#:** Advanced level; built and optimized gameplay systems with a focus on clean, maintainable code
- **Version Control:** Git, GitHub, Unity Cloud Build — comfortable collaborating in fully remote, distributed teams
- **Multiplayer:** Familiar with UNet and Photon; implemented core online and local multiplayer features and eager to expand this skillset
- **Gameplay & UI:** Specialized in intuitive gameplay mechanics and UI/UX that put the player first
- **Graphics:** Familiar with shader creation and VFX; enthusiastic about learning and actively experimenting to enhance each project's visual style
- **Blender:** Modeling and rigging assets tailored for Unity pipelines — enough to prototype and support art teams
- **Adobe Suite:** Photoshop, After Effects, Illustrator — for technical art, animation, and final polish
- **Web:** HTML, CSS, JavaScript (ES6+), handy for tool development or integrating web-based features

SOFT SKILLS

Creative and system-driven; proactive in leading features from concept to polished delivery. Focused, sociable, and passionate about both game development and design. Known for problem-solving, strong initiative, and unwavering loyalty to studios that value autonomy and creativity.

PROFESSIONAL EXPERIENCE

Blue Gravity Studio — Unity Developer

2023 – Present

- Led the development and launch of online card games and advanced simulation features, ensuring stable gameplay and a smooth experience for released games
- Integrated ad monetization and analytics, helping the team understand player behavior and grow game revenue
- Worked closely with remote artists and designers to iterate and polish gameplay, UI, and UX — speeding up releases and raising overall game quality

NFTown — Unity Developer

May 2022 – Aug 2022

- Prototyped and built core systems for a city-building NFT game, making gameplay deeper and more fun for players
- Developed AI logic, menus, and simulation mechanics in Unity and C#, bringing new ideas to life in a fast-paced environment
- Improved team workflow with Git version control, making it easier to collaborate and deliver new features quickly

Invert — Unity Developer

Jan 2022 – May 2022

- Created key gameplay features for Beverly Trees (NFT game), including inventory, object placement, and grid mechanics
- Worked side-by-side with designers and other devs in agile sprints to rapidly test and refine new ideas

Freelancer / Upwork — Unity Developer

Jan 2020 – Present

- Developed and shipped 10+ games for mobile and PC — genres include puzzle, FPS, action RPG, simulation, AR, and VR
- Designed both singleplayer and multiplayer game systems in Unity, often using third-party SDKs for efficiency and scale
- Managed all aspects of client work: communication, project planning, and post-release support — earning repeat clients and strong feedback

EDUCATION

Game Development — UNINTER (*Brazil*)

In progress, expected graduation June 2027

Graphic Design — UNIMEP (*Brazil*)

2016 – 2018

CERTIFICATIONS

- **Visual Effects for Games in Unity – Beginner to Intermediate**, Udemy, 2023
- **Shader Development from Scratch for Unity with Cg**, Udemy, 2023

LANGUAGES

- **Portuguese**: Native
- **English**: C2 (Full professional proficiency)