

# WENDELL LEÃO

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## PROFESSIONAL SUMMARY

Unity and C# specialist with 4 years of experience developing mid-budget (AA) games. Strong expertise in game architecture, scalable code design, front-end (UI/UX), back-end (networking, multiplayer, gaming services), and optimization. Extensive experience developing multiplatform games (PC, Android, iOS, WebGL). Proven ability to deliver measurable results in international, cross-functional teams, with excellent problem-solving and communication skills.

## SKILLS

- **Engineering:** Unity3D, C#, Object-Oriented Programming (OOP), Clean Code, SOLID, Design Patterns, SDK, API.
- **Tools and Rendering:** Mecanim, Timeline, Localization, Cinemachine, DoTween, TextMeshPro, HDRP, URP.
- **Networking:** Mirror, Netcode for GameObjects, Photon Fusion, Steamworks, PlayFab, Unity Gaming Services.
- **Performance:** Profiler, Frame Debugger, Addressables, Asset Bundles, Async, Task, UniTask, Coroutine.
- **Version Control and CI/CD:** GitHub, GitLab, Azure DevOps, Pull Request, Fork.
- **Platforms:** Android, iOS, Desktop (PC), WebGL.

## WORK EXPERIENCE

### Unity Developer - BGS Studios, Serbia

May 2024 - Present

- Collaborated with an international team of over 25 professionals to develop [Draft Fever Bowl](#), a multiplayer mid-budget (AA) PC game that surpassed more than 5.000.000 impressions on social media.
- Developed a drafting system involving scouting and recruiting players, managing over 2000 instances across the weekly cycle. Designed efficient data structures and applied optimizations to ensure smooth performance while implementing high-fidelity screens and handling edge cases.
- Improved the game's performance by up to 40% through optimization solutions. Conducted performance testing and debugging using tools like Profiler and Frame Debugger.
- Acted as the representative of the front-end team, managing tasks and working directly with producers to define scope, budget, priorities, delivery expectations, and cross-team alignment.
- Helped define Gitflow and managed branches and pull requests to maintain code quality and team workflow.

### Unity Developer - Triplano Games, Brazil

Jul 2023 - Jul 2024

- Contributed to multiple game projects for an outsourcing company, including [Amazon Warriors](#), implementing gameplay features and high-fidelity UI with careful attention to preserving the artist's visual direction.
- Integrated Unity Gaming Services to implement Advertisements, Remote Config, and Analytics tools, using player behavior data and feedback to inform design decisions and improve the overall game experience.

### Unity Developer - Advance Garde, Brazil

Dec 2021 - Dec 2023

- Worked on [Rogue Masters](#), a multiplayer mid-budget (AA) cooperative desktop game supporting up to 6 players per match and hundreds of simultaneous users. The game has more than 200 reviews on Steam.
- Led the networking department, managing 100% of the Netcode with Mirror Networking and P2P topology.
- Implemented solutions that improved overall performance by 40% and reduced initial loading time by 60%.
- Provided continuous post-launch support, delivering updates with bug fixes, performance optimizations, and new content based on player feedback to enhance user experience.
- Integrated Steamworks SDK for matchmaking, friend invitations, and other back-end features.

### Unity Developer - Main Leaf Games, Brazil

Aug 2021 - Dec 2023

- Contributed to developing [Pet Shop Fever](#), a mobile game with over 1,000,000 downloads and very positive player reviews. Worked on User Interface (UI) systems and Artificial Intelligence (AI) functionalities.
- Implemented networking systems and synced gameplay data for a battle royale game with dedicated servers, supporting up to 12 players per match using Photon Fusion.
- Optimized asset and resource management using Unity's Addressables and Asset Bundles, reducing build size and improving loading efficiency.
- Worked in Agile environments with active participation in sprint planning, daily stand-ups, and retrospectives.

## LANGUAGES

Portuguese: Native | English: Professional proficiency (advanced)

## EDUCATION

Bachelor of Technology in Digital Game Development - FMU, Brazil (Feb 2019 - July 2021)