WENDELL LEÃO

Mid Unity Developer

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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, complex system development, UI, multiplayer, optimization, and back-end integration. Extensive experience developing games for PC, mobile (Android and iOS), and 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.
- **Networking:** Mirror, Netcode for GameObjects, Photon Fusion, Steamworks, PlayFab, Unity Gaming Services.
- **Performance:** Profiler, Frame Debugger, Addressables, Asset Bundles, Async, Task, UniTask, Coroutine.
- **Tools and Rendering:** Mecanim, Timeline, Localization, Cinemachine, DoTween, TextMeshPro, HDRP, URP.
- **Version Control and CI/CD:** Git (GitHub, GitLab, Azure DevOps).
- **Platforms:** Android, iOS, Desktop (PC), WebGL.
- **Project Management and Collaboration:** Jira, Asana, Trello, Figma, Miro, Hubstaff, TopTracker, Insightful.

WORK EXPERIENCE

- **Unity Developer - BGS Studios, United Kingdom**   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.
  - Improved the game's performance by up to 70% through optimization solutions. Conducted performance testing and debugging using tools like Profiler and Frame Debugger.
  - Played a key role during the project's early stages, recommending tools and best practices for project and team management, and conducted code reviews to ensure clean, maintainable, and efficient code in C#.

- **Unity Developer - Triplano Games, Brazil**   Jul 2023 - Jul 2024
  - Worked on [Amazon Warriors](#) as the sole programmer, contributing to gameplay systems, UI, animations, localization, procedural terrain generation, and third-party SDK integrations (Unity Ads, Analytics).
  - Integrated Unity Gaming Services to implement advertisements and analytics tools within the games.
  - Used Task/UniTask to develop async code with better performance and scalability.
  - Created animations using the Mecanim System and Tween to animate User Interface (UI) elements.

- **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 nearly 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 60% and reduced initial loading time by 80%.
  - 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.
  - Automated build processes with PlayFab. Optimized assets and resource management with Unity's Addressables and Asset Bundles.
  - Worked in an Agile environment, actively participating in Scrum meetings, sprint planning, and iterative development processes to improve collaboration and productivity.

EDUCATION

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