

WENDELL LEÃO

Game Programmer

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PROFESSIONAL SUMMARY

Unity and C# specialist with nearly 4 years of professional experience developing mid-budget (AA) games. Proven ability to deliver measurable results in international, cross-functional teams, with excellent problem-solving and communication skills. Strong expertise in object-oriented programming, multiplayer networking (Mirror, Photon Fusion, Netcode for GameObjects), gameplay mechanics (Cinemachine, Mecanim), optimization (Profiler, Frame Debugger, Addressables, Asset Bundles), and back-end integration (Unity Gaming Services, Steamworks, PlayFab).

WORK EXPERIENCE

- **Unity Developer - Blue Gravity 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)**
 - Designed and maintained high-quality games following Clean Code, SOLID principles, and Design Patterns (e.g., [Amazon Warriors](#)).
 - 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.

TECHNICAL SKILLS

Unity3D, C#, Git, Mirror, Netcode for GameObjects, Photon Fusion, Playfab, Unity Gaming Services, Async, Task/Unitask, GitHub, GitLab, Azure DevOps, Profiler, Frame Debugger, Adressables, Asset Bundles, Localization, SDK, API, Clean Code, SOLID, Design Patterns, Jira, Asana, Trello, Figma, Miro, Android, iOS, Desktop, and WebGL.

EDUCATION

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