

# WENDELL LEÃO

Unity Programmer

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## PROFESSIONAL SUMMARY

Unity and C# specialist with nearly 4 years of professional experience developing **mid-budget (AA)** games. Strong expertise in **object-oriented** programming, **multiplayer** development, gameplay mechanics, and **optimization**. Proven ability to deliver measurable results in **international**, **cross-functional** teams, with excellent **problem-solving** and **communication** skills.

## 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 gained **thousands** of wishlists and **millions** of social media impressions.
  - Conducted performance **testing** and **debugging** using tools like **Profiler** and **Frame Debugger**. Implemented optimization solutions, improving the game's **performance** by up to **70%**.
  - Used **Netcode for GameObjects** to sync gameplay data. Developed complex systems and integrated the **back-end** with the **front-end** using **Unity Cloud Code**.
  - Conducted **code reviews** to ensure **clean, maintainable**, and **efficient** code in **C#**.
  - Played a key role during the project's **early** stages, recommending tools and **best practices** for project and team management. Managed tasks and milestones using **Asana**, tracked development progress with **Insightful**, and wrote technical documentation with **Notion**.
- **Unity Developer - Triplano Games, Brazil (Jul 2023 - Jul 2024)**
  - Developed and launched games for **Android, iOS, Desktop**, and **WebGL** platforms (e.g., [Amazon Warriors](#)).
  - Designed and maintained high-quality systems following **Clean Code**, **SOLID** principles, and **Design Patterns**.
  - Integrated **Unity Gaming Services** to implement **advertisements** and **analytics** tools within the games. Managed **localization** pipelines for multilingual support.
  - Used **Task/UniTask** to develop **async** code with better **performance** and **scalability**.
  - Created character animations using the **Mecanim System** and used **Tween** to animate **User Interface (UI)** elements.
  - Organized team tasks using **Jira**, collaborated with designers using **Figma**, and tracked development progress with **Hubstaff** to monitor productivity and efficiency throughout the project.
- **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 currently has nearly **200** reviews on **Steam**.
  - Led the **networking** department, managing **100%** of the **Netcode** with **Mirror Networking** and **P2P** topology.
  - Played a fundamental role in the game's **successful launch**, ensuring a smooth release by optimizing performance, **fixing critical bugs**, preventing **memory leaks**, and preparing **network infrastructure**.
  - 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.
  - Implemented solutions that improved overall **performance** by **60%** and reduced initial loading time by **80%**.
  - Utilized the **Azure DevOps** repository to manage the project files. Organized tasks and sprints using **Trello**, and tracked development progress with **TopTracker** to ensure **efficiency** and **productivity** throughout the project lifecycle.
- **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. Developed the **User Interface (UI)** system, menus, modals, animations, gameplay systems, and **Artificial Intelligence (AI)** functionalities.
  - Synced **gameplay** data and implemented **networking** systems for a battle royale game supporting up to **12** players per match using **Photon Fusion**.
  - Managed **version control** using **GitLab** and automated build processes with **PlayFab** and 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. Tracked development progress with **Hubstaff**.

## 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, Addressables, Asset Bundles, SDK, API, Clean Code, SOLID.

## EDUCATION

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