

WENDELL LEÃO

[Portfolio](#) | [GitHub](#) | [LinkedIn](#) | leaowendell@outlook.com

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)