WENDELL LEÃO

Unity Programmer

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PROFESSIONAL SUMMARY

Unity and **C#** specialist with nearly **4** years of professional experience developing **AA** multiplatform games. Strong expertise in **object-oriented** programming, **multiplayer** systems, gameplay mechanics, and performance **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** and 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**.
  - 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** and wrote technical documentation with **Notion**.
  - Conducted **code reviews** to ensure **clean**, **maintainable**, and **efficient** code in **C#**.

- **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** within the games, ensuring a seamless **user experience**. Used **Task/UniTask** to develop **async** code with better **performance** and **scalability**.
  - Managed **localization** pipelines for multilingual support.
  - Created character animations using the **Mecanim System** and used **Tween** to animate **User Interface (UI)** elements.
  - Organized team tasks using **Jira** and collaborated with designers using **Figma**.

- **Unity Developer - Advance Garde, Brazil (Dec 2021 - Dec 2023)**
  - Worked on [Rogue Masters](#), a **multiplayer mid-budget (AA)** cooperative PC 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.
  - Integrated **Steamworks SDK** for matchmaking, friend invitations, and other **back-end** features.
  - Proposed and 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, and organized tasks and sprints using **Trello**.

- **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.
  - Programmed **gameplay** and **networking** 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.

EDUCATION

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

LANGUAGES

Portuguese: native | **English:** fluent