

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. 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.
 - 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)**
 - 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.
- **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%.
- **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.
 - Synced gameplay data and implemented networking systems for a battle royale game 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, Addressables, Asset Bundles, SDK, API, Clean Code, SOLID, Design Patterns, Jira, Asana, Trello, Figma, Miro.

EDUCATION

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