

WENDELL LEÃO

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PROFESSIONAL SUMMARY

Unity/C# developer with 6 years of experience delivering games for PC and mobile. Specialized in scalable architecture, networking (Mirror, Fusion, Steamworks), high-fidelity UI, and performance optimization (Profiler, Addressables, Frame Debugger, Async). Strong engineering background applying SOLID, clean code, and Agile in cross-functional teams.

SKILLS

- **Engineering:** Unity3D, C#, Object-Oriented Programming (OOP), Clean Code, SOLID, Design Patterns, SDK, API.
- **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/Merge Request, Code Review, 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 **2.000** 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 title with over **1.000.000** downloads and very positive player reviews, building a robust UI system to manage multi-language screens and in-game content, while also implementing key gameplay mechanics.
 - 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)