Árnilsen Arthur

Game & Full Stack Developer

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👤 PROFILE

Results-driven game developer and full-stack engineer with 8+ years of experience in Unity, multiplayer networking, and scalable software solutions. Expert in shaders, rendering pipelines, and performance optimization. Proficient in modern web technologies including Node.js, Express.js, PHP, and Python with OpenCV and socket programming. Proven track record of delivering high-performance games and systems, with expertise in C#, JavaScript, and modern game engines. Passionate about creating engaging multiplayer experiences and innovative technical solutions.

I've always loved maths, logic and understanding how things work, so since I was a kid, I started looking at Game Development (2013). I started with Java and a few years later I got a degree in Information Technology, learning web and Android development.

💼 EXPERIENCE

Game Developer & Tech Artist
Monomyto Studio (2023 - Present)
- Developed multiplayer games using Photon Quantum engine serving 1000+ concurrent players
- Implemented advanced URP lighting systems handling 9000+ dynamic lights with minimal performance impact
- Created high-performance networking solutions reducing latency by 40%

Game Developer
Lion Spoon Dream GT (2021 - 2022)
- Developed Unity-based games with complex gameplay mechanics
- Implemented multiplayer networking features and real-time synchronization
- Collaborated on game design and technical architecture decisions

FTC Robotics Programmer
Brazilian Robotics Competition (2017 - 2019)
- Won 'Best Programmer' award for innovative robot control systems
- Developed autonomous navigation algorithms in Java and C++
- Integrated sensors and electronic systems for competitive robotics

Full-Stack Developer & System Engineer
Freelance & Various Companies (2015 - Present)
- Built educational management platform used by 50+ institutions
- Developed OpenGL applications and 3D graphics solutions
- Created scalable web applications with modern JavaScript frameworks

🎓 EDUCATION

Information Technology
SENAI - Brazil (2017 - 2018)

Game Development Degree
PUC Minas - Brazil (2020 - 2024)

💻 SKILLS

RESTful API Development • Database Design & Optimization • Server Architecture • Socket.io & WebSockets • AI API Integration • Full-Stack Web Development • Software Testing & QA • UI/UX Design & Prototyping • Agile Development • Responsive Design

🌐 LANGUAGES

Portuguese - Advanced

English - Intermediate

Spanish - Intermediate

🏆 AWARDS & RECOGNITION

FTC Best Programmer Award

First Tech Challenge Robotics Competition (2019)

OBA Silver Medal

Brazilian Astronomy Olympiad - National Level (2015)

📂 PROJECTS

sCool PHP • SQL • JavaScript

sCool is a school management system created as a **Final Paper** for the IT course. With it you can manage student grades and warnings, separate them by class and send notes to students and their parents. You can also create events in the class calendar to let students know about upcoming tasks and any other kind of event.

HDA Sistemas Full-Stack • JavaScript • TypeScript

After the course, together with my professor and another friend, we created **HDA Sistemas**, a company that develops the most diverse systems and websites for local companies. It's one of my current jobs, along with the game developer job.

Arnilsen Arthur Portfolio HTML • CSS • JavaScript

My personal portfolio built with HTML, CSS and JavaScript. It's a simple portfolio that showcases my projects and skills.

Lapcode UI Toolkit HTML • CSS • JavaScript

Lapcode UI Toolkit is a pure CSS / JavaScript UI toolkit that provides a set of reusable UI components for web development.

AACL 3D Painter Node.js • Three.js • JavaScript

AACL 3D Painter is a powerful **3D painting application** built with Node.js and Three.js. Features include advanced **translation controls**, multiple **theming options**, sophisticated **layering system**, and intuitive 3D manipulation tools. Perfect for 3D artists and designers looking for a web-based painting solution.

NetBuff C# • Unity • Networking

A lightweight, high-performance networking library for Unity that simplifies multiplayer game development. Built from the ground up to provide better performance and easier implementation than existing solutions.

Lighting System Unity • C# • Tech Art

Implementation of a URP Lighting System that handles thousands of lights with a low impact on performance.

Takedown Legends Unity • C# • Multiplayer

Takedown Legends is a multiplayer arena-like shooter where you can choose from a variety of characters and fight in a 3v3 arena. It was created with the Photon's Quantum Engine and is a tech-art project.

Solis Unity • C# • Networking

A beautifully crafted cooperative puzzle platformer where two players control siblings on a journey through a post-apocalyptic world. The game emphasizes communication, trust, and creative problem-solving.