

Unity Tech Lead

João Paulo Mendonça Oliveira

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ABOUT

Passionate Unity Tech Lead bridging the gap between creative gameplay and solid engineering. With 8+ years of experience, I deliver robust architectures for major clients, ensuring high performance and long-term maintainability.

I specialize in leading technical teams and defining scalable project architectures. I bring deep expertise in creating modular systems using **Addressables** and custom **Editor Tools** to optimize production, alongside a **UPM strategy** for efficient code reuse.

My portfolio showcases this versatility, ranging from Card Games, Minigames, and Multiplayer Experiences to Gamified Enterprise Solutions and High-Performance XR (Meta Quest / Vision Pro). I have delivered both Single-player and Multiplayer projects, spanning from single-platform releases to complex multi-platform ecosystems (Web, PC, VR, and Mobile), always ensuring architectural integrity and optimized delivery.

SKILLS

Technical Leadership: Team Leadership, Agile Methodologies (Scrum/Kanban), Code Review, Technical Mentorship, Hiring Support.

Unity: C#, Addressables, UI Toolkit (USS/UXML), Custom Editor Tools, UPM (Unity Package Manager), Scorm, Profiling, Odin Inspector, DoTween, XR Interaction Toolkit (VR/AR/MR), IL2CPP & Optimization.

Architecture & Patterns: Solutions Architecture, Clean Architecture, SOLID Principles, Dependency Injection (VContainer/Zenject), Design Patterns, CI/CD Pipelines, Custom Workflow Unity Tools.

Platforms & Tools: WebGL, Android, iOS, Windows, Meta Quest, Apple Vision Pro, Vuzix, Git/GitFlow, Jira.

Multiplayer & Backend: Real-time Multiplayer (Colyseus, Photon, Unity Multiplayer), WebSocket, Agora.io (RTC/Video), REST APIs, Cloud Services Integration (AWS/Azure/Firebase), ASP.Net Core, SQL/NoSQL Databases.

PROFESSIONAL CAREER

VRGLASS | Remote

Unity Tech Lead Software Engineer

Nov 2022– Dec 2025

Led developer teams in the delivery of scalable Enterprise solutions, managing multiple simultaneous projects and overseeing the full lifecycle of XR and WebGL applications for major clients.

- Architected and developed proprietary Editor Tools suite, eliminating bottlenecks in scene setup/validation, content configuration, and API log diagnostics across all company projects.
- Created multiple UPM packages solution for modular and adaptive reuse of tools and code in various projects.
- Implemented dynamic loading architecture with Addressables + API-driven content, enabling updates and scaling metaverses/enterprise apps for clients like Sebrae, Stellantis, and Coca-Cola.
- Led field remote assistance solution with Vuzix M400 + Agora.io (video call, real-time AR, chat, file sharing), including field tests and rapid integration.
- Managed architecture of enterprise projects: WebGL/VR multiplayer metaverse platform with Colyseus (modular, multilingual, gamified); AVIA (AI avatar with real-time lipsync); Multitelas (multi-screen synchronization via WebSocket); Project Oracle (NFC access control with Python WebSocket).

- **Skills Stack:** Unity (Addressables, XR Interaction Toolkit, UI Toolkit), UPM Modular Architecture, Colyseus Multiplayer, Agora.io, Azure/AWS/Oracle Cloud API Gateways, WebSocket Integration, Editor Tooling, CI/CD for VR/Webgl Builds, Performance Profiling.

UNITY DEVELOPER / Freelancer

Unity Game Developer (freelancer)

Apr 2018– present

Delivered full-cycle architectural solutions and game development services for international clients, specializing in multiplayer systems and cloud integration (AWS/Firebase).

Poikilingo

Tech Lead Unity Developer

Denmark, DK

Mar 2021– Oct 2022

I worked as a Unity Game Developer in a company that created an innovative method (app) that helps children to learn languages through interaction with books, music, videos, and games, with a focus on encouraging children to take the lead, facilitating the learning process.

Main responsibilities:

- Architected scalable Addressables content management system handling 740+ categorized assets with full multilingual support (Portuguese, English, Danish, Ukrainian), enabling dynamic loading, instant localization switching and zero-downtime content updates across Android/iOS builds
- Optimization and maintenance of Mobile applications (android / iOS);
- Responsible for the development of tools to optimize the production of games including conception, development, coding and testing, estimation of task completion, and formalization of technical design documents;
- Managed the Unity team (4 people) focused on monitoring demands and performance;
- Implementation of communication with API Aws;
- Use of agile methodologies, Scrum, and Kanban for project management ensuring deliveries within the expected scope, time, and investment

Poikilingo

Unity Game Developer

Denmark, DK

Jun 2020 – Jul 2020

I helped with the creation of mini-game templates, and a tool to facilitate content registration.

Holocards

Unity Game Developer

Apr 2021– Nov 2021

I was responsible for creating and managing multiplayer architecture, and its implementation using Photon framework. Character connection system in the city, minigames. Game created for the mobile platform. Project developed for Startup Rio.

Cedro

Unity Game Developer

Uberlândia Brazil, MG

Apr 2018– Nov 2020

I was responsible for creating a card game and cardmaker. Multiplayer and multiplatform card games, mobile (Android), and web.

Instituto Alfa e Beto

Unity Developer

Uberlândia Brazil, MG

Apr 2016– Nov 2019

Algar Telecom

Developer

Uberlândia Brazil, MG

Aug 2015– Apr 2016

Algar Telecom

Trainee

Uberlândia Brazil, MG

Jun 2012– Aug 2015

EDUCATION

- Computer Science (UNITRI 2011–2015)

LANGUAGES

- English: Intermediate

- Portuguese: Native

PORTFOLIO :

jottap.github.io