

Leonardo Leotte

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<https://leoleotte.github.io>

Summary

I am a 28-year-old Brazilian programmer passionate about developing games, tools, and real-time applications.

Experience



Game Developer

Plot Kids

Oct 2022 - Present (1 year 6 months)

Development and prototyping of mobile games with a focus in children education and learning activities. Recently branching into other areas with local multiplayer party and social games, with innovative remote mobile controllers.



Unity Developer

Accenture Song

Jun 2019 - Sep 2022 (3 years 4 months)

Development of several Unity apps from scratch that allow designers and architects to create scenes with consumer products for offline rendering, do quality assurance in thousands of 3D models that are outsourced for the company and prototype with new experiences using AI within Unity.



IT Analyst

BDL Distribuição e Logística Ltda.

Jul 2017 - Jun 2019 (2 years)

Maintain business IT infrastructure, develop tools to gather insights from custom databases and dwell with data science methods to notice necessities, patterns and create custom reports for the company



Full-stack Developer

Flexmobile Sistemas

Jul 2016 - Jul 2017 (1 year 1 month)

Develop custom Android apps for companies that sell and distribute food to retail markets, also handle backend integration by creating java servers and node/angular frontend integration.

Education



Universidade Federal de Santa Catarina

Computer Science

2013 - Present

Licenses & Certifications



Skills

Android • Software Development • Version Control • .NET Framework • Programming • Game Development • Unity • C# • English • Git