

## Work Experience

### Blue Gravity Studios, Game Development Studio, United Kingdom

*Unity Game Developer* - June 2024 - Current

- Designed and implemented **progression systems**, **character/team customizations**, and **procedural character generation** (ethnicity-based) with dedicated UI for [Draft Fever Bowl](#).
- Resolved **critical bugs** (e.g., anonymous subscriptions) and removed redundant code for [Albert's Ark Idle](#), ensuring stable release during **late-stage development**.
- Optimized game performance by **40%** by refactoring legacy code (reducing singleton dependencies, eliminating redundancy) and implementing **event-driven architecture** via Unity ScriptableObjects.
- Integrated **RESTful APIs** for seamless front-end and back-end communication.
- Collaborated with art teams to optimize **3D asset integration**, minimizing draw calls without compromising visual quality.
- Supported multinational teams across time zones to meet deadlines and **deliver projects** smoothly.
- Adopted Agile workflows** to coordinate with animation and 3D teams, improving Git collaboration and reducing merge conflicts.

### Inside Tecnologia, Serious Games Development Studio, Brazil

*Unity Game Developer* - November 2019 - June 2024

- Delivered **30+ VR/mobile/WebGL projects** for corporate clients (e.g., [Vale](#), [Samarco](#), [ArcelorMittal](#)), including safety protocols and crisis management simulations.
- Developed **20+ game prototypes** for client pitches, accelerating project acquisition.
- Ported **SteamVR** projects to **META XR**, optimizing performance for Oculus Quest to achieve **stable 90 FPS on low-end devices**.
- Built **RESTful APIs** connecting Unity applications to SQLite databases for secure **employee training data** management.
- Collaborated with clients to translate visions into immersive environments, balancing technical and creative goals.
- Implemented localization systems** for training simulations, enabling multilingual support for global clients like [ArcelorMittal](#).

## Education

- Master's Degree in Informatics**  
Federal University of Espírito Santo (UFES), Brazil, 2021 - 2023
- Technologist in Digital Games**  
FAESA, Brazil, 2018 - 2020

## Technical Experience

Unity / FLAX / LÖVE [Engines]

Gameplay Programming

UI Programming / Animation

Progression Systems

Customization Systems

Game Flow Programming

Prototyping

Random Generation Systems

Training simulations

Addressables

Profiler / Frame Debugger

Localization

Cinemachine

## Technical Skills

Version Control

JetBrains Rider / Visual Studio

Git / GitFlow

ASP.NET Core

SQLite

API RESTful

JSON

Agile Development

Jira / Click Up / Asana

Asynchronous Programming

SOLID principles

Design Patterns

## Programming Languages

C#

C++

Lua

## Languages

Portuguese (Brazil) [Native]

English [[C2 Proficient](#)]