

Systems-oriented game developer with expertise in game architecture, optimization, and scalable code. Builds solid gameplay and progression systems, fixes legacy code, and unifies art, design, and backend into smooth experiences.

## Work Experience

**Unity Engineer** · [Nurture](#) · United States

Mar '25 - Present

- Developed a state machine based system for managing modes and progression for the mobile game [Nurture](#), working with 3D artists, animators, game designers, and tech lead to synchronize behavior and feedback.
- Built internal engineering tools including the [Viewport Anchor Positioner](#), [GUID lookup](#), and snapshot-based seamless scene transitions to cut iteration time and eliminate visual artifacts.
- Improved QA workflow and surfaced behavior with analytics by building debug/validation commands, refining content access, and leveraging Unity Cloud Build to track down build failures.
- Improved the codebase by fixing legacy bugs, leading PR reviews and merge conflict resolution, upgrading Unity version, enhancing tutorial and dialog systems, and contributing to Addressables reliability.
- Implemented coordinated audio and animation pipelines using animator controllers, timelines, playable directors, and integrated SFX to ensure consistent feedback and clear lifecycle ownership.

**Unity Game Developer** · [Blue Gravity Studios](#) · United Kingdom

Jun '24 - Mar '25

- Built a robust player customization system with dynamic 3D models and asynchronous Addressables integration, improving performance and load times.
- Eliminated critical bugs in [Albert's Ark Idle](#) and [Draft Fever Bowl](#), enhancing performance and stability by refactoring inefficient and redundant code and implementing effective design patterns, nearly halving UI draw calls.
- Refactored legacy systems by replacing singleton-heavy code with an event-driven architecture, achieving a 40% performance gain via texture lazy loading and hair optimization.
- Integrated real-time APIs with back-end teams to sync player systems like leveling, customization, and team features.

**Unity Game Developer** · [Inside Tecnologia](#) · Brazil

Nov '19 - Jun '24

- 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 to achieve stable 90 FPS on low-end devices.
- Built RESTful APIs connecting Unity applications to SQLite databases for employee training data management.
- Implemented localization systems for training simulations, enabling multilingual support.

## Education

**Federal University of Espírito Santo (UFES)** | Master's Degree  
Computer Science

Grad Jan '23

**FAESA** | Bachelor of Technology  
Digital Game Development

Grad Jan '20

## Technical Experience

**Competencies:** Unity / FLAX / LÖVE · Gameplay / UI Programming · Progression / Customization Systems · Game Flow · Prototyping · Training Simulations · Addressables · Profiling · Frame Debugger · Localization · Cinemachine · VR

**Skills:** Version Control · JetBrains Rider / Visual Studio · Git / Gitflow · ASP.NET Core · SQLite · API RESTful · JSON · Agile Development · Jira / Clickup / Asana · Async Programming · SOLID Principles · MVC / MVP / MVVM · Design Patterns

**Programming Languages:** C# · C++ · Lua

**Languages:** Portuguese (Brazil) [Native] · English [[C2 Proficient](#)]