



Felipe Mello

Gameplay Programmer

ADDRESS

Lisbon, Portugal

- Lisbon, Portugal
- +351 932 056 186
- nyunesu@gmail.com
- nyune.su/games/
- Felipe Mello

Gameplay programmer with 5+ years of Unity experience and expertise in gameplay, fast-prototyping and ✨ game feel ✨

WORK EXPERIENCE

Software Developer @ Miniclip (January 2021 - Present)

Spearheaded the Gameplay R&D phase and ensured its success with quick iteration cycles.

- "Go-to person" for gameplay implementations
- Documentation and implementation of features using flexible and scalable programming patterns
- Code reviews on a daily basis
- Client & Server integration
- Profiling and optimization
- AI

Gameplay Programmer @ Nyunesu (August 2017 - January 2021)

Focused on rapid prototyping to find fun and innovative gameplay breakthroughs

- Released multiple sponsored projects for PC and Web
- Improved development pipeline by experimenting new technologies and different technical approaches
- Licensing and porting for clients such as CoolMath.com LLC, Armor Games, Shockwave & Addicting Games

Gameplay Programmer (Contract) @ ERA Game Studio (May 2020 - July 2020)

Unreleased Collectible Card Game - Mobile

- Core gameplay systems
- UI & UX

Software Developer Intern @ Atena Technologies (September 2015 - August 2017)

Private social security web-based system

- Feature implementation in a C# based web system
- Bug fixing & performance optimizations

EDUCATION

Games & Multimedia @ Polytechnic Institute of Leiria Bachelor's Degree (September 2018 - June 2021)

Computer Science @ Federal University of Bahia Bachelor's Degree (incomplete) (June 2014 - May 2018)

CERTIFICATIONS

Act I: Rational Game Design @ UBISOFT & KnowledgeOne August 2020

AWARDS & RECOGNITION

Ludum Dare 48 April 2021
▲ #11 Fun, #31 Overall
Out of 3866 submissions

GMTK Game Jam 2020 July 2020
▲ #9 Presentation, #34 Overall
Out of 5413 submissions

Ludum Dare 42 August 2018
▲ #8 Fun, #19 Overall
Out of 3069 submissions

KEY SKILLS

- Unity
- Rapid Prototyping
- Analytical Problem Solving
- Gameplay & Systems Design

MORE ABOUT ME

- Game jam aficionado
- Positive and inspiring attitude
- Self-learner and researcher