

PABLO OLIVEIRA

Location: Brazil | Email: pablo.nog.olvr@gmail.com | Portfolio: pabloolvr.github.io | LinkedIn: linkedin.com/pabloolvr

Game Programmer with 5 years of experience specializing in gameplay systems, multiplayer networking, and performance optimization in Unity. Strong background in mobile production pipelines, backend services, and cross-disciplinary collaboration.

Skills

Programming:	C, C#, C++, Java, JavaScript, SQL
Engines & Frameworks:	Unity, Unreal Engine 4/5, Unity Netcode, Photon Fusion, Photon Quantum
Backend:	Unity Gaming Services, Azure PlayFab, Firebase
Tools & Tech:	Git, MongoDB, LaTeX, Photoshop, Blender
Languages:	Portuguese (fluent), English (fluent), Spanish (A1 level)

Work Experience

Game Programmer Blue Gravity Studios	Jan 2024 – Present
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- Designed and implemented gameplay, UI, and audio systems in Unity using C#, collaborating closely with designers and artists.
- Built and integrated backend features using Unity Gaming Services (authentication, cloud data, remote configs, analytics).
- Developed multiplayer functionality on several titles using Unity Netcode, Photon Fusion, and Photon Quantum, ensuring stable gameplay synchronization across platforms.
- Performed extensive performance optimization, reducing CPU, memory, and GPU overhead on mobile and WebGL builds, resulting in smoother performance on low-end devices.
- Managed build automation and deployment pipelines for releases on Google Play and the App Store.

Game Programmer Umbu Games	Sep 2022 – Dec 2023
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- Implemented gameplay, UI, audio, and live-ops features for mobile titles using C#.
- Integrated and maintained backend systems with PlayFab (leaderboards, player data, cloud scripts).
- Improved performance of existing projects through refactoring, asset optimization, and profiling, reducing build size by 30%, CPU and memory usage by 20%.
- Maintained build processes and mobile store releases, ensuring stability and fast turnaround of updates.

Unity 3D/C# Programmer Intern Zoyd Games	May 2022 – Aug 2022
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- Contributed to three Unity projects across gameplay, animation systems, networking with Photon Fusion, and UI.
- Delivered features end-to-end under mentorship, following best practices for code structure and performance.

Undergraduate Research Scholar

Sep 2021 – Sep 2022

University of São Paulo, Instituto de Ciências Matemáticas e de Computação

- Original project name: "Reconectando pela Neurociência: uma proposta de resgate do vínculo escolar e melhora da aprendizagem para adolescentes em conflito com a Lei."
- Designed, prototyped, and developed an educational Unity game intended to help adolescents in conflict with the law recognize and manage emotions.
- Collaborated on game design, research methodology, and user-centered iteration with educators, researchers and psychologists.

Unity Game Developer

Apr 2020 – Apr 2022

Fellowship of the Game, University of São Paulo

- Contributed to multiple student-led games, implementing gameplay, audio, animation, UI, and AI features using C#.
- Participated in game design discussions and implemented key systems according to team needs.
- Helped organize community events and workshops for the FOG outreach group.

Education

University of São Paulo, Instituto de Ciências Matemáticas e de Computação

Jan 2019 – Dec 2023

Bachelor of Computer Science