Phone: +46 (0) 700 18 79 38 | **E-mail:** rafael.dolfe@gmail.com

RAFAEL DOLFE

UNITY DEVELOPER

Unity Developer with a Master's in Computer Science from KTH and extensive experience shipping gameplay systems, procedural generation, AI, UI, and networked features. Comfortable working across disciplines and pipelines, from early prototyping to live product. Experienced in both indie and studio settings, with a strong focus on systemic design, performance, and collaboration.

EXPERIENCE

Unity Developer / Technical Lead — Black Voyage Games
Q1 2020 – Q4 2025

- Lead developer of *Lost in the Open*, a tactical roguelike released in Early Access with 75% positive reviews (96% West / 67% East) and 18k wishlists.
- Developed the game's technical systems: combat, AI, fog of war, procedural generation, UI, pathfinding, event-driven architecture, save/load, and toolchains.
- Published by Whisper Games; featured on *Popular Upcoming* on Steam; covered by major content creators including *SplatterCatGaming (950k subs)*.
- Lead a remote team of 6 across disciplines.

Unity Developer — Toca Boca
Q3 2023 – Q2 2024

- Built the hard and soft currency in-game shops for Toca Days, a large-scale multiplayer mobile game.
- Worked closely with design, art, production, and backend teams on API integrations.
- Delivered the first iteration for the soft launch.

Frontend Developer — Bokadirect
Q2 2022 – Q4 2022

- Led frontend development to switch to a mobile-first approach, enhancing app responsiveness, redesigning the navigation bar and header.
- Enhanced code quality and team practices by introducing TypeScript/SCSS/template linting across the project.

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Unity Developer — **Netlight**
Q4 2021 – Q1 2022

- Developed Tankquiz, a 3D multiplayer quiz game using Mirror Networking and AWS.
- Implemented gameplay, UI, and client-server sync for mobile, desktop, and WebGL.

Research Developer — **KTH Royal Institute of Technology**
Q1 2021 – Q3 2021

- Created the *Mixed-Initiative Tile-Based Designer*, an open-source procedural framework for 2D level design.
- Adopted by academic work and cited in IEEE research (2025).

EDUCATION

Master of Science, Computer Science — *KTH Royal Institute of Technology*, Stockholm
Study Abroad — *California Polytechnic State University, San Luis Obispo*

TECHNICAL SKILLS

Languages: C#, C++, Python, JavaScript, TypeScript, SQL
Engines & Tools: Unity (UGUI, Mirror, Shader Graph, Cinemachine, etc.), Jetbrains Rider, Figma
Expertise: Procedural generation, AI & state machines, gameplay architecture, multiplayer, UI systems
Other: Git, AWS, Azure DevOps, Node.js, Angular,