PABLO OLIVEIRA

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Gameplay Programmer with 4 years of professional experience and 7 shipped Unity titles on Steam, WebGL and mobile. Specialized in gameplay systems, multiplayer networking with Photon Quantum and Fusion, gameplay AI and performance optimization, with Unreal Engine 5 C++ experience.

Skills

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

Work Experience

Game Programmer Jan 2024 – Present
Blue Gravity Studios

- Shipped 4 Unity titles on Steam, WebGL and mobile: PIX Football Manager, Tale of Souls, Shiboo Survivors and Dananeer.
- Designed goalkeeper AI with behavior trees for PIX Football Manager's deterministic Photon Quantum match simulation, plus injury, match rating, player statistics, narrator audio and localization systems.
- Built multiplayer gameplay with Photon Quantum, Photon Fusion and Unity Netcode as the main gameplay contributor on Shiboo Survivors and Tale of Darkness: weapons, enemies, bosses, abilities, combat and procedural level generation.
- Increased frame rate by up to 50% on low-end devices by profiling and optimizing mobile and WebGL builds.
- Integrated Unity Gaming Services (authentication, cloud data, remote config, analytics) and managed release pipelines for Google Play and the App Store.

Game Programmer Sep 2022 – Dec 2023
Umbu Games

- Shipped 3 mobile titles (Batalha da Dança, EducaMoney, Pets Rules), building gameplay, UI, audio and live ops features.
- Integrated and maintained PlayFab backend systems (leaderboards, player data, cloud scripts).
- Reduced build size by 30% and CPU and memory usage by 20% through refactoring, asset optimization and profiling.

Unity 3D/C# Programmer Intern May 2022 – Aug 2022
Zoyd Games

- Delivered gameplay, animation, UI and Photon Fusion networking features across three Unity projects under mentorship.

Undergraduate Research Scholar Sep 2021 – Sep 2022
University of São Paulo, Instituto de Ciências Matemáticas e de Computação

- Designed and built an educational Unity game that helps adolescents in conflict with the law recognize and manage emotions, iterating with educators, neuroscientists and psychologists.

Unity Game Developer Apr 2020 – Apr 2022
Fellowship of the Game, University of São Paulo

- Built gameplay, audio, animation, UI and AI features in C# for student-led games; helped run community workshops.

Education

Bachelor of Computer Science, University of São Paulo (ICMC) Jan 2019 – Dec 2023