Rafael Camillo Stader

Unity Game Programmer | Unity and C# | Gameplay, UI and optimization
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LinkedIn | Portfolio

Professional summary

Game developer with six years of experience in Unity and C#, working from prototype to release on games and interactive applications. Hands-on experience implementing gameplay, systems, interfaces and production tools, optimizing and improving existing code, plus two years of post-release game maintenance (live ops). Developed gameplay for cozy 2D pixel-art and point-and-click games, integrating mechanics, art, audio and effects. I also lead technical teams and collaborate with design and art professionals.

Skills

- **Unity and gameplay:** C#, 2D/3D mechanics and systems, physics, Input System, Unity UI/Canvas (uGUI), art, audio and effects integration.
- **Tools and production:** Editor tools, prototyping, pipeline automation, Git, CI/CD and cross-platform porting.
- **Quality and performance:** refactoring, mobile/WebGL optimization, code review, testing and troubleshooting.
- **Integration:** APIs and backend; familiarity with FMOD. Experience with Shader Graph and HLSL.
- **Collaboration:** technical leadership, task planning, Scrum and working with multidisciplinary teams.

Professional experience

The dates include projects and contracts that ran in parallel.

Lead Game Developer / Unity Developer | Triplano Games

Jun/2022 - 2026 | Promoted to lead in Oct/2022

- Technical leadership of teams of up to 10 developers, including task planning, delivery coordination and technical feasibility assessment.
- Hands-on development of gameplay, systems, Editor tools, automation and pipelines for games and applications on PC, mobile, AR and VR.
- Development from prototypes to final products, feature integration and optimization of mobile and WebGL applications.
- Implementation of API and backend integrations.

Unity Developer | NukeArts - on-demand contract

Aug/2025 - 2026

- Prototype development and game porting to Epic Games, according to studio needs.

Unity Developer | Cafundó Estúdio Criativo - short-term contract

Sep/2025 - Dec/2025

- Refactored legacy code and implemented features integrated with backend and LLM services in an application for a custom kiosk.

Unity Developer | Rockhead Games - short-term contract

Feb/2025 - Jul/2025

- Implemented interfaces, gameplay systems, enemy spawning and mechanics in an existing codebase.
- Refactored the UI to Unity Canvas with a focus on performance, and contributed to the migration to Unity 6.

Professional experience (continued)

Unity Developer | Lizard Mountain

Aug/2024 - Dec/2025

- Developed gameplay for two cozy 2D pixel-art and point-and-click games with timing and quick-action mechanics.
- Integrated art, audio, effects and mechanics, contributing to the evolution of the games.

Unity Developer | Lion Midia e Entretenimento Ltda

Dec/2023 - Dec/2024 | One-year contract

- Developed augmented reality applications and ported applications to iOS/iPad.
- Created a CI/CD pipeline to speed up delivery and deployment.

Unity Developer | Pastorelli Studios

Nov/2022 - Nov/2024

- Developed mechanics and systems for 3D projects, including AI-controlled enemy behavior and roguelike gameplay with hordes.

Unity Developer | NukeArts

Sep/2020 - Mar/2023

- Developed games for Steam from prototyping to release, implementing interfaces, mechanics and custom shaders.
- Created internal tools to automate art-team processes and support production at scale.
- Experience with puzzle, fighting and point-and-click games.

Additional technologies

- **Unity networking (familiarity):** Mirror, FishNet, Netcode for GameObjects and Photon.
- **Platforms and stores:** Steam, Epic Games Store, App Store, Google Play, Amazon Appstore, Meta, itch.io, Tilt Five, AirConsole and CrazyGames.

Education

- **Digital Games** | FATEC Lins | 2017 - 2019.
- **Data Science, in progress** | UNIVESP | 2026 - expected completion in 2030.
- **IT Technician** | ETEC Cafelândia | 2015 - 2016.

Languages

Native Portuguese | C1 English.