

Ronaldo Fleming de Rezende Neto

Gameplay Programmer

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PROFESSIONAL SUMMARY

Gameplay Programmer with over 20 years of experience building polished, engaging game experiences across mobile and multiplatform. Deep specialist in Unity 3D — Unity Technologies Certified — with a career rooted in mobile (iOS/Android) spanning Glu Mobile, Diverso Games, Cool Times, Loopix, and Budge Studios. During my two years at Budge I owned feature architecture and delivery for both *My Little Pony World* and *PAW Patrol Rescue World* — the studio's first open world titles — and mentored the team on the architecture and standards that came with them. Since then I've grown further, gaining AAA production experience in C++ and Unreal Engine at Ubisoft. I'm genuinely excited to bring that broader perspective back to a studio, a team, and a codebase I already know and care about.

PROFESSIONAL EXPERIENCE

Senior Gameplay Programmer

March 2023 – Present

Ubisoft — Montreal, Canada

Undisclosed Multiplatform Project (Unreal Engine — C++)

AAA production — significant career growth since leaving Budge

- Defining and documenting gameplay code architecture at AAA scale
 - Prototyping and implementing gameplay systems in C++ and Unreal Engine
 - Debugging and optimizing gameplay systems for performance and stability
 - Providing mentorship and code reviews to team members
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Senior Gameplay Programmer / Lead Gameplay Programmer

March 2021 – March 2023

Budge Studios — Montreal, Canada

My Little Pony World & PAW Patrol Rescue World (Unity 3D — iOS, Android)

Studio's first open world titles — a new technical frontier for the team

- Designed and owned the full code architecture for both live service open world titles
 - Mentored developers on reusable, maintainable Unity 3D code — establishing new team-wide standards that outlasted the projects
 - Conducted code reviews and overhauled the CI pipeline and branching policies, reducing integration friction across the team
 - Led sprint planning, one-on-one feedback meetings, and programmer goal-setting
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Senior Software Developer / Technical Leader

August 2018 – March 2021

SIDIA — Manaus, Brazil

Technical Leader — 4 Undisclosed AR Projects (Unity 3D)

- Defined and documented code architecture across four simultaneous AR projects
- Negotiated technical roadmaps with stakeholders at Samsung HQ
- Implemented CI pipeline and static analysis standards with the SE team
- Mentored developers on best practices

Senior Software Developer — SIDIA Showcase (Unity 3D)

Large-scale interactive art installation

- Lead software architect — designed system structure from scratch
- Implemented **multiplayer synchronization** across multiple machines, projectors, and inputs
- Programmed **AI behavior** for real-time river creature simulation
- Integrated time-of-flight cameras as input via computer vision
- Mapped 14 projectors across a sinuous wall as a single unified projection
- Built a custom DMX controller for real-time Unity ↔ room fixture communication (lights, lasers, smoke)

Senior Software Developer — Samsung VR Home for China (Unity 3D)

- Lead software architect; refactored legacy codebase for maintainability and performance
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Senior Game Programmer

November 2017 – August 2018

Loopix Entretenimento — São Paulo, Brazil

Undisclosed Sports Management Game (Unity 3D — iOS, Android, Facebook)

- Designed and implemented a complete **AI simulation system** for sport gameplay
 - Refactored existing codebase to a decoupled, maintainable architecture
 - Optimized assets and UI; mentored junior team members
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Lead Game Programmer

April 2015 – November 2016

Diverso Games — São Paulo, Brazil

Go Surf (Unity 3D — iOS, Android, Apple TV)

- Led 2 programmers; owned core gameplay implementation end-to-end
- Prototyped and shipped game mechanics
- **Authored custom Unity shaders:** hue/saturation/brightness manipulation for a dynamic day-night cycle; stencil buffer masking for organic wave surface effects
- Implemented **asynchronous multiplayer** and Apple TV controls

Sletters (Unity 3D — iOS, Android)

- Resolved critical gameplay bugs alongside QA; optimized GUI for multiple aspect ratios
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Senior Game Programmer

October 2013 – April 2015

Cool Times — São Paulo, Brazil

Tales of oh Blimey! (Unity 3D — iOS, Android)

Sole programmer on the project

- Designed and implemented all game systems independently

- Built a fully designer-driven RPG system (characters, enemies, quests, equipment, scripted sequences)
 - Developed a procedural character generator from modular body parts
 - **Wrote a custom Unity shader** for context-sensitive glowing outlines on selectable objects
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Game Programmer / Porting Engineer

January 2008 – November 2012

Glu Mobile — São Paulo, Brazil

Live Service Titles (Unity 3D — iOS, Android)

- **Blood & Glory: Legend:** Prototyped and shipped "Glorious Attack" combat feature; new light effects; GPU-based GFX culling system
 - **Boo Town / Circus City:** Core gameplay systems (camera, building/upgrade/plating); native plugins (ads, analytics, social); GUI
 - **Dragon Slayer:** Localization system, native plugins, GUI
 - Ported multiple mobile titles to J2ME and BREW (C/C++) platforms
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Intern — Porting Engineer

May 2006 – December 2007

LocZ / Skyzone Mobile Entertainment — São Paulo, Brazil

- Ported mobile games to J2ME and BREW platforms

SKILLS

Game Engines: Unity 3D (*Unity Technologies Certified*) | Unreal Engine

Programming Languages: C# | C++ | C | Java

Platforms: Mobile (iOS / Android) | Multiplatform (PC, Console, Apple TV)

Tools & Software: Visual Studio, Perforce, Jira, MonoDevelop, Eclipse, Photoshop, 3DS Max, Microsoft Office

LANGUAGES

Portuguese Native

English Fluent

French Basic

Japanese Basic

EDUCATION

Bachelor's Degree in Game Design — 2007 (4 years)

Universidade Anhembi Morumbi — São Paulo, SP, Brazil