



# Felipe Mello

Gameplay Programmer

## ADDRESS

Lisbon, Portugal

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🌐 Felipe Mello

Gameplay programmer with 5+ years of Unity experience and expertise in gameplay, fast-prototyping and 🎮 game feel 🎮

## WORK EXPERIENCE

### Software Developer @ Miniclip

Upcoming mobile game for iOS and Android

(January 2021 - Present)

Spearheaded the Gameplay R&D phase and ensured its success with quick iteration cycles.

- Became the "go-to person" for all the gameplay implementations
- Documented 4+ features using flexible and scalable programming patterns allowing the team to achieve a successful implementations ahead of the time
- Reviewed code on a daily basis
- Client & Server integrations every sprint
- Profiling and optimization resulting in 300% performance improvement
- Over 20 AI behaviour strategies implemented

### Gameplay Programmer @ Nyunesu

Sponsored games for web portals

(August 2017 - January 2021)

Focused on rapid prototyping to find fun and innovative gameplay breakthroughs

- Released 5 sponsored games for PC / Web
- Reduced in half the development cycle of a game by experimenting new technologies, different technical approaches and generalizing code
- Increased revenue in 270% retroactively by licensing and porting games for new clients such as CoolMath.com LLC, Armor Games, Shockwave & Addicting Games

### Gameplay Programmer (Contract) @ ERA Game Studio

Unreleased mobile Collectible Card Game - iOS and Android

(May 2020 - July 2020)

- Bootstrapped the core gameplay systems
- Built the code foundation for other developers that took over the project
- UI & UX implementation

### Software Developer Intern @ Atena Technologies

(September 2015 - August 2017)

Private social security web-based system

- Feature implementation in a C# based web system
- Bug fixing & performance optimizations

## EDUCATION

### Games & Multimedia @ Polytechnic Institute of Leiria Bachelor's Degree

(September 2018 - June 2021)

### Computer Science @ Federal University of Bahia Bachelor's Degree (incomplete)

(June 2014 - May 2018)

## CERTIFICATIONS

### Act I: Rational Game Design @ UBISOFT & KnowledgeOne

August 2020

## AWARDS & RECOGNITION

### Ludum Dare 48

▲ #11 Fun, #31 Overall

*Out of 3866 submissions*

April 2021

### GMTK Game Jam 2020

▲ #9 Presentation, #34 Overall

*Out of 5413 submissions*

July 2020

### Ludum Dare 42

▲ #8 Fun, #19 Overall

*Out of 3069 submissions*

August 2018

## KEY SKILLS

Unity  
Analytical Problem Solving

Rapid Prototyping  
Gameplay & Systems Design

## MORE ABOUT ME

Game jam aficionado  
Positive and inspiring attitude  
Self-learner and researcher