Alexandre Gaudêncio Torres Pinto Júnior

Game Developer | C# | Unity

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Japeri/RJ - Brazil

🔗 Portfolio
🔗 LinkedIn
🔗 Github

With years of experience in Unity (C#), I specialize in building game systems from the ground up.

As a developer, I follow professional workflows, apply solid programming principles, modular design and scalable systems aligned with modern game studio standards. As an instructor, I bridge knowledge with real-world gamedev practices, game systems, with focus on positive impact.

I'm constantly refining my technical skills, deepening my engineering mindset and contributing to clean, maintainable, and high-quality game code.

Education

Digital Games (2020 - 2023)

Instituto Federal de Ciência Tecnologia e Educação do Estado do Rio de Janeiro (IFRJ)

Chemistry (2014 - 2020)

Universidade do Estado do Rio de Janeiro (UERJ)

Work Experience

Game programmer

Long Night Studios   02/2024 - 08/2025

- Developed gameplay systems, tools and optimizations for commercial game projects, focusing on modular systems.
- Coordinated the programming team, overseeing the development process from the initial stages through to completion.
- Collaborated on integration between the technology team and other departments.
- Assisted in the creation of shaders and visual effects.

Unity Game Developer

PIBIT IFRJ   06/2022 - 12/2023

- Planned tasks with the team according to fixed scope and timeline.
- Developed online and LAN multiplayer connection systems.
- Designed the core system of an educational strategy game in Unity.
- Applied and tested the game as part of the final stage of the 2nd Sociology Olympiad of Rio de Janeiro.

Game Development Instructor

GAMECRAFT   02/2025 - present

- I taught how to develop games using the Godot Engine, programming in GDScript, OOP, the fundamentals of mathematics for games, 2D visual arts, and game design.
- Together with the students, I developed inspiring projects from scratch.

Information Technology (IT) Teacher (BONFIM 2021–2022)

- I taught web development, including HTML, CSS, JavaScript, programming logic and web Hosting.

Chemistry Teacher (BONFIM 2021–2022)

Skills

Languages: C#, GDscript, Java, Python, Javascript, Lua.

Code Quality: Clean Code, S.O.L.I.D., Design Patterns, MVVM, Event-Driven, DI,Tests, Profiling.

Engine/framework: Unity, XNA/Monogame, Construct3, Godot.

Tech: Git/Github, Multiplayer (photon, Unity Netcode), Optimization, Shaders, VR/AR, API (Steamworks, Google play Services), Blender.

Soft skills: Teamwork, proactivity, professional ethics, fast learning, assertive communication.

Languages: Portuguese-BR (Native), English (Intermediate)