Rafael Camillo Stader

Game Developer | Unity & C# | Technical Leadership & Gameplay

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Professional summary

Game developer and technical lead with 6 years of Unity and C# experience. Work spans prototype to release for PC, mobile and WebGL games and AR/VR applications. Led teams of up to 10 developers while contributing directly to gameplay, UI, Editor tools, optimization, porting and automation. Experience across 10 platforms and stores and 2 years of live ops on released games.

Skills

- **Engines & languages:** Unity, C#, Unreal Engine, Godot, Cocos Creator and TypeScript.
- **Gameplay & systems:** 2D/3D mechanics, physics, Input System, UI/Canvas, Addressables, NavMesh, shaders and Editor tools.
- **Production:** Git, Scrum, CI/CD, API and backend integration, legacy code refactoring and mobile/WebGL optimization.

Professional experience

Several contracts ran in parallel; the dates reflect that career path.

Unity Developer | Cafundó Estúdio Criativo

Sep/2025 - Dec/2025 | Short-term contract

- Refactored legacy code and integrated backend and LLM services into an application for a custom kiosk.

Unity Developer | NukeArts

Aug/2025 - 2026 | On-demand contract

- Porting games to Epic Games and building prototypes according to studio needs.

Unity Developer | Rockhead Games

Feb/2025 - Jul/2025 | Short-term contract

- Starlit World: interfaces, enemy spawning and gameplay mechanics within an existing codebase.
- Refactored legacy UI to Unity Canvas and contributed to the Unity 6 migration ahead of Gamescom Latam 2025.

Technical Lead & Game Developer | Banana Games

Jan/2025 - 2026

- Developing 2D projects for WebGL in Unity and Cocos Creator, providing technical leadership and supporting pipeline automation.

Professional experience (continued)

Unity Developer | Lizard Mountain

Aug/2024 - Dec/2025

- Gameplay for two cozy pixel-art point-and-click games with timing and quick-action mechanics; integrated art, audio and VFX.

Unity Developer | Lion Midia e Entretenimento Ltda

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

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

Unity Developer | Pastorelli Studios

Nov/2022 - Nov/2024

- Mechanics and systems for a 3D horror game with an AI-driven pursuing enemy and a roguelike with enemy hordes.

Lead Game Developer | Triplano Games

Oct/2022 - 2026 | Unity Developer: Jun/2022 - Oct/2022

- Promoted to lead after joining as a developer. Leading teams of up to 10 devs with Scrum, task planning, delivery coordination and technical feasibility assessment.
- Implementing gameplay, systems, Editor tools, automation, pipelines and backend integration for mobile, PC, AR and VR projects.
- As a developer: prototyping, feature integration and optimization of mobile/WebGL games and applications.

Unity Developer | NukeArts

Sep/2020 - Mar/2023

- Steam games from prototype to release: interfaces, mechanics and custom shaders.
- Internal tools to automate art-team processes and support production at scale.

Platforms & stores

Steam, Epic Games Store, App Store, Google Play, Amazon Appstore, Meta, itch.io, Tilt Five, AirConsole and CrazyGames.

Education & languages

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

Portuguese: native | English: C1.