Ricardo Mendes do Nascimento

Senior Game Developer | Unity · C# · Gameplay · Multiplayer | AI-accelerated development

Brazil · Remote or relocation | ricna@lumiric.studio | lumiric.studio | linkedin.com/in/ricna | github.com/ricna

PROFILE

Senior game developer with 15+ years in games and virtual worlds and 20+ years in software. I have worked with Unity and C# since 2012, focusing on gameplay, multiplayer systems and interactive 3D applications. What I do well: turn an idea into a playable system, organize code that grew out of control, find the bug nobody can find, and make architecture decisions that keep a project moving. For more than a year I have worked with AI-accelerated development (Claude Code, Codex, MCP): I define the architecture, analyze, review and direct the agents.

CORE SKILLS

Unity / C# · Gameplay and combat systems · Multiplayer / networking · Debugging complex systems · Architecture and project organization · Real-time 3D applications · Integrations (web, APIs, payments, Bluetooth LE) · Game design · 3D modeling (Blender) · Technical leadership · AI-accelerated development

EXPERIENCE

Founder & Lead Developer | Lumiric Studio — Feb 2022 – Present

Brazil · Remote

- **Lumiric Stage** — built entirely by me, start to finish: real-time MIDI visualization app for pianists, released on Steam (Unity/C#).
- **Lumiric Chase** — asymmetric multiplayer game in Unity: gameplay, networking and movement systems.
- **Steam Uploader** — open-source desktop app (TypeScript) for publishing builds on Steam, simpler than the command-line SteamPipe workflow.
- **Age of Clones** (Roblox) — game design and 3D models in Blender for a prototype.
- 2026 client work with an AI-accelerated workflow: web system for real estate agencies (Python/Flask, Stripe, OLX); integration of a Unity simulator with an Angular/Supabase platform; diagnosis and fix of a critical Unity WebGL bug.

Unity Developer (Contract) | 32 Pixels — Tuned Turtle — Nov 2021 – Feb 2026

Remote

- Unity developer on the 2D platformer Tuned Turtle, working with the studio owner, who was the game designer: gameplay, character movement, physics, animation, scene setup, debugging and optimization.
- Later led programming when an intern joined the team.

Co-Founder & Technical Lead | Main Leaf — Nov 2012 – Oct 2020

Remote

- Co-founded a game and software studio serving international clients; managed developers while programming on almost every project.
- **Rogue Masters** — programming lead: combat and multiplayer systems for a souls-like released on Steam; also gameplay and 3D character animation.
- **New Masters Academy** — built and maintained the Unity 3D viewer for art education (cameras, lighting, interaction, optimization); coordinated the programming team and bridged with the web team.
- **MAXPRO Fitness** — designed the Bluetooth Low Energy protocol that turns the workout device into a game controller, and a Unity input module for building games from its movements.

Lead Software Engineer | AviWorlds — Sep 2010 – Sep 2012

United States · Remote

- OpenSim/Second Life-based virtual world: custom C# modules, PHP/MySQL web systems, server-integrated monetization, and operation of servers, regions and virtual land.

EARLIER SOFTWARE EXPERIENCE

Independent Software Developer | Self-employed — 2002 – 2017

- Business software, web systems and databases for multiple clients; a gym management system maintained and extended for 10+ years. Computer maintenance and IT support for clubs and gyms (2003–2012), including Compuline (2003–2004).

Programmer | Solution Informática 2009

- ERP features in GeneXus and PostgreSQL.

Programmer | Unimed Missões Nov 2006 – Sep 2007

- Java/PostgreSQL system for fractional medication; Delphi maintenance; internal PHP/MySQL tools.

Undergraduate Researcher / Developer | LabInTec — URI Jun 2005 – Jun 2006

- Research software for family farming; paper presented at CISTI 2007 (Porto, Portugal).

EDUCATION

Computer Systems Design and Development — URI · Sequential higher-education program, completed 2009.
Computer Science — URI · Completed up to the 6th semester (not finished).
IT Technical Course.

TECHNOLOGIES

Main: C#, Unity, Blender. **Also:** Python/Flask, TypeScript, Java, PHP, JavaScript, Delphi/Pascal, MySQL, PostgreSQL, Supabase, Stripe, OpenSim, REST/APIs, server operations. **Current workflow:** Claude Code, Codex and MCP.

Languages: Portuguese (native); English (advanced) — 10+ years working with international clients and teams, including voice meetings and calls.

PORTFOLIO

lumiric.studio · github.com/ricna/Steam-Uploader · Rogue Masters and Lumiric Stage on Steam.