

Sérgio Oliveira Macellani

Mobile: [+55 31 99761-4314](tel:+5531997614314) | LinkedIn: [linkedin.com/in/sergiomacellani](https://www.linkedin.com/in/sergiomacellani) | E-mail: contato@sergiom.dev | Website: sergiom.dev

About Me

Unity Developer & Technical Game Designer with 6+ years of experience building gameplay systems and interactive experiences using Unity and C#. I specialize in bridging design and programming, delivering engaging mechanics and polished player experiences across PC, mobile, and VR, from concept to implementation.

Professional Experience

Triple Z Studios

Unity Developer and Lead Game Designer

Jan. 2025 – Mar. 2026 Santa Catarina, Brazil (Remote)

- Led game design for a **20-person team** as the sole designer, owning the full gameplay vision, systems design, and narrative development
- Designed and implemented **end-to-end gameplay systems** in Unity (C#), including core mechanics, progression, and multiplayer features for a PvP experience (20–40 min sessions)
- Delivered **biweekly playable builds**, enabling continuous internal playtesting and iterative design improvements
- Designed monetization systems including **premium/free currency and in-game store**, with planned live-service features such as a battle pass

XR.Lab Group

Unity Developer for Virtual Reality

May 2023 – May 2024 Belo Horizonte, Brazil

- Developed VR training experiences in Unity for **Meta Quest 2 and 3**, targeting non-gamer users in certification programs
- Served as **primary Unity developer** in a 5–7 person team, owning interaction systems, UI, and core logic
- Supported usage across **100+ users**, with **2–3 weekly test sessions** driving iteration and usability improvements
- Maintained **60+ FPS on standalone VR devices**, leading optimization efforts including LOD implementation

Miinded

Unity Developer

Mar. 2022 – May 2022 Paris, France (Remote)

- Implemented gameplay systems and **global leaderboard features** for a multiplayer experience using Unity (C#)
- Delivered **end-to-end features**, contributing directly to the core gameplay loop and player progression systems

Pontifical Catholic University of Minas Gerais

Game Design Teaching Assistant

July 2024 – Dec. 2025 Belo Horizonte, Brazil

Unity Researcher and Developer

Aug. 2021 – July 2022 Belo Horizonte, Brazil

- Mentored **5–10 students** per cycle in game design and gameplay systems
- Developed an educational game prototype in Unity (C#), tested with students across **multiple classroom groups (3+)**
- Co-authored a published paper on educational game design (Computer on the Beach 13)

Selected Projects

Solis — Co-op Puzzle Platformer

<https://solis.buffbuffstudios.com>

Director and Unity Developer

Unity | Gameplay Systems | Multiplayer | Level Design

- Designed and implemented **10+ co-op puzzles and core systems** in Unity (C#), including interaction, physics, and multiplayer
- Led a **7-person team**, delivering a public build tested by **30+ players** (30–90 min sessions) and developing tools to accelerate iteration

NetBuff — Multiplayer Framework for Unity

<https://netbuff.buffbuffstudios.com/>

Unity Developer

Unity (C#) | Networking | Tools Development

- Developed a lightweight multiplayer framework in Unity (C#), simplifying real-time networking compared to existing solutions
- Reduced multiplayer development and testing time from **hours to minutes**, enabling rapid prototyping

Skills

- **Languages:** Portuguese (Native), English (B.2)
- **Development:** Unity (C#), Gameplay Systems, Multiplayer, VR, C++, Python, Git, Jira, Blender

Academic Background

Postgraduate degree in Storytelling

FAAP – Armando Alvares Penteado Foundation

Apr. 2025 – June 2026 São Paulo, Brazil

BSc in Game Development

PUC-MG – Pontifical Catholic University of Minas Gerais Mar. 2020 – Dec. 2024 Belo Horizonte, Brazil

- Developed 7 game projects during my degree, most of them in team environments, where I also took on leadership roles such as Team Manager and Game Director. My final project received the highest grade, and I also worked as a Game Design Teaching Assistant