Yunguer Dvorak Mendes

Software Engineer · Game Development and Full Stack

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SUMMARY

Software engineer with about three years of professional experience. At MoonLabs Studio I shipped features for two published mobile games (Unity/C# and Godot) and took over as Tech Lead in January 2026. I also build full-stack web applications in production with React, Next.js, TypeScript, Node.js and PostgreSQL, test-first, and develop in C++/Qt on an R&D project between UFF and Petrobras. BSc in Computer Science from UFF (top of class), fluent English.

SKILLS

Game development: Unity / C#, Godot / GDScript, Unreal Engine (basic); gameplay and UI systems, iOS and Android builds and releases, in-app purchases, push notifications, localization, real-time multiplayer features over WebSockets

Web: TypeScript / JavaScript, React, Next.js, Node.js, Tailwind CSS, PostgreSQL, Drizzle ORM, REST APIs, OAuth2 / OIDC

Quality and tooling: TDD, Jest, Vitest, Playwright, GitHub Actions (CI/CD), Docker, Git, Vercel

Other: C++, Qt, Python, C, CUDA (NVIDIA certified, 2024), XR Interaction Toolkit (VR), 3D reconstruction (NeRF, Gaussian Splatting)

Languages: Portuguese (native), English (fluent)

EXPERIENCE

Tech Lead of Game Development · Game Developer
2024 – 2026

MoonLabs Studio · Remote

- Took over as Tech Lead in January 2026 with ownership of the Unity client of **Devikins**, a mobile JRPG live on iOS and Google Play with 100k+ downloads: prioritized features, bugs and releases under real deadlines, kept the live game stable and shipped updates to both stores, working with product and the back-end team on the client's integration with the backend APIs.
- On Devikins, built the full onboarding flow for new players and the World Boss system, revamped key UI screens and integrated the platform layer for iOS and Android: platform login, in-app purchases, push notifications and 4 languages, with third-party SDKs.
- Joined **Dobro Goranku**, a multiplayer TCG in Godot, before release and helped build it through launch on Steam, iOS and Android; built the real-time in-combat emotes over WebSockets (Centrifuge) and the player profile screen.
- Built internal tools with Next.js and Node.js: a data dashboard for the studio's games and a tool to export and review game data.

Research Fellow
2025 – Present

GeoMesh Project · UFF and Petrobras · Niterói, Brazil

- Develop in C++ with Qt the system Petrobras geologists use to inspect oil-well rock cores in 3D.
- Research 3D reconstruction (NeRF, Gaussian Splatting, Multi-View Stereo) and build the 3D viewer in Unity and Unreal Engine with VR support.

Web Developer
2020 – 2021

Focus Consultoria (UFF Junior Enterprise) · Niterói, Brazil

- Built a web management system and a WordPress e-commerce store for a client.

PROJECTS

VR serious game for cognitive assessment (MSc dissertation) — *Unity · C# · XR Interaction Toolkit*

VR supermarket that assesses route learning and spatial memory in older adults, with telemetry export. Published at SBGames 2026 (doi.org/10.5753/sbgames.2026.25653).

mci-telemetry (in production) — *Next.js · TypeScript · PostgreSQL · Jest*

Telemetry API and researcher dashboard for the VR study: role-based access, personal data removal, exports and heatmaps.

OTB Aprovações (in production) — *Next.js · Drizzle · Vitest · Playwright*

Artwork approval portal used daily by a marketing agency and its clients.

Job Tracker · 5 Minutos Com Deus — *Next.js · PostgreSQL · GitHub Actions*

Public web apps with their own authentication, Google login, integration tests and CI.

EDUCATION

MSc in Computer Science, Universidade Federal Fluminense (UFF)
2024 – 2026

Expected end of 2026. Dissertation: VR serious game for cognitive assessment in early Alzheimer's disease.

BSc in Computer Science, Universidade Federal Fluminense (UFF)
2020 – 2023

Laurea Acadêmica (top of class). Capstone: Cucura-purumã, a cultural game in Unity/C#.