Paullo Bahia

Unity Game Developer

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🔗 Website   ◯ Github   in LinkedIn

Languages

Portuguese ● ● ● ● ●

English ● ● ● ● ●
TOEFL

Spanish ● ● ○ ○ ○

Profile

Professional Summary

Unity Developer with experience developing mobile and educational games using C# and Unity. Strong background in gameplay programming, tool development, and implementation of custom client and government APIs. Over 15 released titles and more than 100 million downloads combined. Passionate about game development since teenage years.

Skills

Skill	Level
C#	████████████
Unity Engine	████████████
C++	████████░░
Lua	████████░░
HLSL	██████░░░░

Development Areas

Gameplay Programming │ Tooling │ Game Systems │ Mobile Development │ Asset Integration │ Rapid Prototyping │ Government API Integration

Professional Experience

Vivuga 🔗   12/2024 – 07/2025
Unity Developer   Slovakia
- Developed fast paced games from prototype to final release.
- Improved development-deploy pipeline.
- Designed and implemented scalable gameplay and systems from the ground up.
- Improved in-house custom SDK.

Jungle Frog 🔗   01/2022 – 11/2024
Unity Developer   Germany
- Developed mobile games from prototype to final release.
- Designed and implemented scalable gameplay systems and tools.
- Collaborated in CI/CD pipeline setup and optimization.
- Contributed to 3 apps with multiple games; over 100 million downloads total.

SysAlti   2019 – 2022
Unity Developer
- Created educational games for public school students with autism.
- Developed solutions under government regulations and accessibility guidelines.
- Integrated custom government APIs for EdTech B2B/B2C applications.