

Phillipe Augusto

Senior Game Engineer | Unity and C#

[Email](#) | [Game Portfolio](#) | [LinkedIn](#)

PROFESSIONAL PROFILE

Senior Game Engineer with 10+ years in software engineering, including 8+ years with Unity and C#. I build gameplay and progression systems, mobile clients and development tools for children's learning games and independent games. My work combines technical planning, performance work and cross-functional delivery in long-lived codebases. I have used AI-assisted development since 2022 and spec-driven workflows since 2025, retaining responsibility for technical decisions, reviewing changes and validating behavior.

PROFESSIONAL EXPERIENCE

Founder & Game Engineer | 2AM Games | Oct 2022-Present

Independent business; concurrent with Ello employment through Dec 2025.

- Founded an independent software and game-development venture with a consulting focus. Current original game work involves shaping concepts and technical direction, then implementing and refining their systems.

Unity Software Engineer | Ello | Oct 2022-Dec 2025

Unity learning products for children; international product, engineering, design and QA collaboration.

- Developed player-facing quest, reward and onboarding systems in an established Unity mobile product, collaborating with product, backend, design and QA teams.
- Addressed a resource-lifetime issue in a shared Unity GraphQL client by disposing network requests within asynchronous operations and returning detached response data.
- Extended shared GraphQL integrations and reusable phone/tablet UI flows within a mobile codebase maintained through versioned releases.

Senior Unity Game Developer | Instituto Alfa e Beto | Aug 2017-Oct 2022

Commercial Unity games and child assessment products developed with multidisciplinary teams.

- Developed and maintained gameplay, shared minigame systems, content tools, offline data and client service integrations across commercial Unity learning games.
- Resolved recurring freezes during progress saving in Tabuada na Fazenda by moving response and progress writes off Unity's main thread into background tasks.
- Coordinated technical plans and priorities, guided other developers, and partnered with product and education stakeholders to shape requirements and delivery.

Mobile Analyst Developer | Cedro Technologies | Jun 2015-Aug 2017

- Developed mobile education and enterprise apps with REST services and local data; worked with clients and delivery teams on requirements, debugging, maintenance and production support.

TECHNICAL SKILLS

Core and Gameplay: Unity, C#, gameplay and progression systems, game state, minigame loops, turn-based combat, mobile iOS/Android clients.

Architecture and Design: Modular systems, event-driven flows, reusable components, asynchronous programming, cancellation, resource lifecycles and refactoring.

Content and UI: Addressables, AssetBundles, object pooling, ScriptableObjects, Unity Editor tools, uGUI, TextMeshPro and DOTween.

Services and Data: GraphQL, REST, UnityWebRequest, JSON, LiteDB, offline persistence, client synchronization, Firebase, GrowthBook feature flags and Microsoft Speech SDK.

Quality and Delivery: Unity Profiler, performance and memory optimization, unit testing, code reviews, mobile debugging, Git, Postman, SDK integration and technical documentation.

Personal Game Projects: Unity 6, UI Toolkit, URP and Unity Awaitable; Photon PUN/Realtime and Photon Bolt networking foundations.

SELECTED ENGINEERING WORK

Read with Ello | Ello | Interactive reading app

Historical App Store description: trusted by 30,000+ parents (product-level context).

- Built and extended Unity-side Book Library flows coordinating profile-specific catalogs, asynchronous cover loading, reusable UI cells and reading transitions, including image-resource lifetime handling.
- Sequenced client data refreshes around reward presentation, coordinating objective completion, quest state and tutorial feedback with asynchronous GraphQL updates.
- Extended an existing shared Unity GraphQL package with editor introspection fixes and editable operation fields, supporting client-side service integration.

Ilhas do Alfabeto | Instituto Alfa e Beto | Literacy game

[Official product page](#)

The IAB reported deployment across hundreds of schools in Brazil.

- Implemented a sound-matching gameplay loop coordinating player input, tutorial state, camera focus and audio feedback.
- Extended shared hint and audio behavior across minigames, coordinating playback, HUD visibility and timing.
- Added an inspection tool for activity output data across win and defeat paths, exposing results for development review.
- Contributed to school-edition assessment, local progress tracking and client synchronization workflows built on shared minigame and persistence foundations.

Flui - A Cidade das Palavras | Instituto Alfa e Beto | Literacy game

[Official product page](#)

- Implemented a word-selection minigame with round, life and timing state, animated feedback and integration with shared activity reporting.
- Contributed activity scoreboards aggregating attempts into play history, points and accuracy summaries.
- Created ScriptableObject anagram data and extended CSV import tooling; evolved crossword data models and grid-inspection tools.
- Adapted speech-recognition integration and filtered voice-dependent activities according to platform support, maintaining the connection between recognition callbacks and reading UI.

Wallace's Quest | Personal game project | Tactical turn-based RPG

[itch.io](#)

- Implemented turn-based encounters covering unit turns, grid movement, attacks, damage resolution and combat feedback.
- Separated grid-search logic into a standalone module and demo, keeping navigation development independent of the combat implementation.
- Refactored weapon attack areas into configurable grid offsets and damage multipliers, supporting directional and positional transforms.

Pathless | Personal game-jam project | Search-and-rescue game

[itch.io](#)

Three-person team; developed for the one-week Brackeys Game Jam 2026.2.

- Implemented proximity-based radio signal levels and HUD, survivor interaction and assistance, and rescue accounting to connect player actions with mission state.
- Integrated mission progression, extraction, restart and result reporting through events, delegates and Unity Awaitable.

EDUCATION AND LANGUAGES

Systems Analysis and Development | UNIPAC - Universidade Presidente Antônio Carlos

Portuguese: Native | English: Professional Working Proficiency