

# Daniel Corbi Boldrin

## Unity Lead Developer

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Results-driven Unity and C# Developer with over 14 years of experience architecting and delivering high-quality, multi-platform software, games, simulations, and interactive applications.

Combines strong technical expertise with a creative and analytical mindset to design scalable systems, optimize performance, and enhance user experiences.

Proven leader skilled in guiding cross-functional teams, streamlining production pipelines, and bringing innovative gameplay and software concepts from prototype to launch.

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## Work History

### UNITY LEAD DEVELOPER – *Suprema Participações*

SP, Brazil (Remote)

December 2024 to February 2026

Architected and delivered large-scale multiplayer 2D games using Unity and C#. Integrated real-time networking with **Colyseus** and **Pomelo**, optimizing synchronization for thousands of concurrent users. Developed modular poker platforms supporting real-time matches, custom clubs, unions, and table creation. Improved scalability, stability, and player engagement through optimized networking and modular architecture.

- **Rodeo**

Large-scale multiplayer betting game where thousands of players wager on AI-driven poker duels.

- **Poker App**

Modular multiplayer poker platform for real-time matches, custom clubs, and table creation, with union systems connecting global players.

### UNITY LEAD DEVELOPER – *ZeMind Studios*

ON, Canada (Hybrid)

November 2022 to February 2025

Led cross-functional development team in creating mobile and console applications, driving projects from concept through delivery. Designed and implemented gameplay systems and mechanics in **Unity (C#)** across iOS, Android, and console platforms. Collaborated with clients to define project scope and specifications, ensuring alignment with user needs and market trends.

- **Courting Glory**

Free-to-play champion-based deck builder fighting game that uses web3 and blockchain technology to give players ownership of their champions and the cards that they collect.

- **Rawmen**

A radical 2-8 player multiplayer third-person arena shooter for Xbox, PlayStation, Switch and Steam.

- **Hoame**

A 360 mobile application that uses meditation, breathing, and other mindfulness exercises like you were in-studio and with the option for a more elevated, on-demand experience.

## **UNITY VR DEVELOPER – *Luxsonic Technologies***

SK, Canada (Remote)

August 2021 to November 2022

Developed Unity-based VR training and assessment systems for medical personnel, emphasizing clinical realism, VR UX best practices, and interaction design. Implemented comfort-focused interaction models, diegetic UI, guided workflows, and gamified feedback to support learning and procedural validation. Delivered cross-platform VR solutions using OpenXR and WaveXR for Oculus Quest and Vive Focus 3.

- **Microbiology**

Full lab simulation including PPE, sterilization, pathogen handling, incubation, and cell analysis.

- **VAPOC**

Emergency responder simulation featuring dynamic patient interactions, vitals monitoring, and medical equipment handling.

- **Blood Transfusion**

Complete transfusion process simulator with procedural verification and diagnostic logic.

## **UNITY GAME PROGRAMMING TEACHER – *Halton STEM Club***

June 2021 to June 2022

## **UNITY GAME PROGRAMMING TEACHER – *Thinnox Design Academy***

June 2017 to December 2020

## **ANALYST DEVELOPER – *Programmers***

April 2016 to April 2017

## **ANALYST DEVELOPER – *Hewlett Packard (HP)***

July 2015 to July 2016

## **ANALYST DEVELOPER – *Líder Telecom***

April 2013 to November 2014

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## **Education**

### **GAME PROGRAMMING – Advanced Diploma**

*George Brown College* - ON, Canada

Graduated in 2021

### **SYSTEM ANALYSIS AND DEVELOPMENT – Diploma**

*Federal Institute of São Paulo* - SP, Brazil

Graduated in 2017

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## **Skills**

**Back-End & Front-End:** C#, C++, C, Python, PHP, Java, HTML, CSS, JS.

**Game Engines:** Unity 3D, Unreal Engine, Construct.

**Versioning & Revision Control:** GitHub, Bitbucket, SourceTree, Perforce, SVN, Tortoise.

**Frameworks & SDKs:** Unity Netcode, Sequence, Colyseus, Pomelo, XNA, OpenXR, WaveXR.

**Collaboration Tools:** Slack, Teams, Figma, Jira, Trello, ClickUp, Repl.it, Tinkercad, Asana.

**Database & Servers:** Supabase, SQL, MYSQL, IIS, Apache, Linux, Windows.

**Arts & Design:** Photoshop, Blender, 3ds Max, Maya, Houdini, Realistic & Technical Drawing.

**Other:** Team Leadership, Multiplayer Systems, Prototyping, Accessibility, CI/CD, AI.