

YUNGUER DVORAK MENDES

Game Developer & Full Stack Developer

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EDUCATION

2024.2 — 2026 (Expected)

Master's — Computer Science

UFF · Research fellow, GeoMesh project
(Petrobras partnership)

2020 — 2023

Bachelor's — Computer Science

UFF · Laurea Acadêmica (top of class)

2019

High School

Cabo Frio, RJ · finished at age 17

LANGUAGES

C#	Advanced
Python	Advanced
C++	Advanced
GDScript	Advanced
JavaScript	Intermediate
C	Intermediate
CUDA	NVIDIA Cert.

GAME ENGINES

Unity	Advanced
Godot	Advanced
Unreal Engine	Intermediate

FULL STACK & WEB

Node.js · React · Next.js · HTML/CSS
TDD · Jest

TOOLS & INFRA

Docker · PostgreSQL · MongoDB
Git · REST API · CI/CD

LANGUAGES SPOKEN

Portuguese	Native
English	Advanced

PROFESSIONAL PROFILE

Developer with a degree in Computer Science from UFF (Laurea Acadêmica, top of class) and about three years of hands-on experience across game development and full-stack projects. I was Tech Lead of Game Development at MoonLabs Studio, with full responsibility for the development, maintenance and publishing of a mobile JRPG in commercial production. I'm currently pursuing a master's in Computer Science at UFF, as a research fellow on a 3D reconstruction project in partnership with Petrobras. I also build with Node.js, React and Next.js. Available for new opportunities.

PROFESSIONAL EXPERIENCE

Game Developer → Tech Lead of Game Development

MoonLabs Studio

2024 — 2026

- 2024** — Joined MoonLabs Studio as a Game Developer for **Devikins**. I was responsible for the Unity front-end, building the game's full onboarding flow and the World Boss system, plus visual revamps of key screens like Nursery and Void Adventure. I also integrated the entire platform layer of the game — login, in-app purchases, notifications, and support for 4 languages.
- 2025.2** — Without leaving Devikins, I started splitting my time with **Dobro Goranku**, the studio's second game. There I built the real-time emotes system inside combat and the user profile screen, gaining experience with a different stack (Godot/GDScript) and with real-time sync via Centrifuge.
- 2026** — After a large part of the team left, I became the sole person responsible for the Unity front-end of Devikins and took on the title of **Tech Lead of Game Development**: I prioritized features, bugs and releases under real deadlines, and led front-end technical decisions integrated with the game's serverless backend (AWS Lambda, MongoDB, SignalR).

ACADEMIC RESEARCH

Research Fellow

GeoMesh Project (UFF & Petrobras)

2025 — Present

- Research and implementation of 3D reconstruction methods (NeRF, Gaussian Splatting, Multi-View Stereo) to digitize oil well rock cores
- Development of the system's core in C++ and of the viewer in Unity and Unreal Engine, including VR support
- Closed partnership project with Petrobras

SELECTED PROJECTS

Devikins

Mobile JRPG with Web3/NFT, iOS & Android

Unity · C# · AWS

GeoMesh

3D reconstruction system for oil well rock cores at Petrobras, with research in NeRF, Gaussian Splatting and MVS and a Unity/Unreal viewer with VR support.

C++ · Unity · Unreal · VR

Dobro Goranku

Mobile and Steam TCG

Godot · GDScript

Cucura-purumã (Capstone)

Cultural game, academic research subject

Unity · C#