

Nonato Sousa | Native-to-Unity Developer & Technical Lead

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LINKS

Portfolio: <https://mundsoftware.com>
[GITHUB](#)
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PROFILE

Unity Certified Professional Programmer and technical lead with 14+ years shipping games, SDKs, XR, native mobile and web products across international teams.
More than 8 years leading multicultural, cross-functional teams, including a seven-person client/server pod on Gold Fish Casino Slots.
Specialized in Native-to-Unity integrations: clean C# APIs backed by Swift, Kotlin, Java and platform SDKs. Unity Asset Store publisher and hands-on product engineer covering architecture, implementation, release operations, mentoring and production support.

EMPLOYMENT HISTORY

Sep 2025 — Present

Founder | Native-to-Unity Developer, Mundo Software / Assets4Devs

Brazil · Remote

Building and publishing Native-to-Unity SDKs, native mobile apps and full-stack products for Brazilian and international markets.

Top Skills: Unity, C#, Swift, SwiftUI, Kotlin, Java, ASP.NET Core, SDK architecture, App Store delivery

- Architect and maintain C# APIs over Swift, Kotlin and Java bridges for iOS and Android platform capabilities.
- Publish and support Multi-Platform Webview, Native Health SDK for Unity, Native 3D Viewer, AHAP Haptics Pro and REST Client Pro on the Unity Asset Store.
- Shipped Trade Alert, Leitor Hidrômetro, CBBS, Pulse Fit and Guia Auto across the App Store, Google Play, watchOS and web.
- Delivered Café Não Faia, an ASP.NET Core and MySQL ordering platform with administration, WhatsApp Business workflows and receipt printing.
- Own product architecture, StoreKit subscriptions, backend integrations, CI/CD, release management, privacy and production support.

Jan 2024 — Sep 2025

Senior Software Engineer | Tech Lead, SciPlay / Jahnel Group, an Inc. 5000 company

Brazil

Focused on leading a cross-functional team of 7 people and developing and managing a large-scale social casino game with a significant user base.

Top Skills: Unity UI, Animator, Addressables/Asset Bundles, Git, CI/CD, REST APIs, SDK Integration, Performance Profiling, Mobile Optimization

- Led a cross-functional team (client/server) delivering features for a large social casino game serving more than 300,000 monthly active players.
- Led Shockwave, a data-driven interactive feature supporting the game's core economy, delivered to more than 300,000 monthly active players.
- Eliminated performance hitches during Shockwave theme transitions by implementing asynchronous and parallel programming patterns, collaborating with Tech Art to ensure seamless 60fps gameplay at scale.

- Defined coding standards, architecture guidelines, and performance budgets
- Performed code reviews and mentoring to ensure maintainable systems
- Drove frontend architecture for gameplay systems, UI, and backend integrations
- Identified and resolved intricate production issues utilizing advanced debugging and profiling tools such as Sentry and Crashlytics.
- Executed end-to-end development of new game features, covering design, architecture, implementation, testing, and deployment.
- Collaborated with backend, product, art, and QA teams to define technical requirements and deliver stable live game releases.
- Improved load times and memory usage across iOS, Android, and WebGL, enabling stable gameplay for **300k+ MAU players**.

Sep 2020 — Apr 2024

Unity AR Developer & Communication Team Lead, Antikythera e-Technologies

Brazil

Focused on communication lead and creating augmented reality solutions for various industries while leading communication efforts within the team.

- Led technical design of AR applications using Unity, ARCore and ARKit
- Defined architecture patterns for scalable AR experiences
- Mentored developers and guided cross-disciplinary collaboration
- Designed AR functionalities to address specific industry needs, such as architectural visualization and automotive inspections, enhancing client interaction and decision-making processes.
- Improved AR application performance and tracking capabilities across various devices, maintaining precision and usability in enterprise applications.
- Coordinated with multidisciplinary teams, including design, backend, and QA, to ensure timely delivery of scalable solutions that met client specifications.
- Led communication efforts within the team, facilitating effective collaboration among developers, designers, and stakeholders to achieve project objectives.

Apr 2016 — Apr 2020

Software & XR Developer, Bugaboo Studio

Brazil

Focused on leading a cross-functional team and creation of cross-platform applications and immersive experiences in various formats such as web, mobile, VR, AR, and MR.

- Designed and implemented applications and games prioritizing scalability, performance, and user experience.
- Produced immersive XR experiences using Unity, ARCore, ARKit, and other advanced technologies to address client and user demands.
- Integrated various technologies and platforms, showcasing versatility across mobile, desktop, and web environments.
- Delivered complete solutions from conception to deployment and maintenance, achieving high standards for multiple industries.
- Researched and integrated emerging technologies, developing reusable frameworks to streamline the development process.

Jan 2014 — Apr 2016

Principal Game Developer, Bitllab Technology

Brazil

Oversaw comprehensive game development processes for mobile, web, and PC platforms, focusing on all stages from concept creation through to monetization.

- Directed the complete game development lifecycle, covering ideation, design, coding, testing, publishing, and live operations.
- Developed and released mobile, web, and PC games utilizing Unity and various technologies, achieving a global reach via app stores and digital distribution channels.

- Engineered and integrated key gameplay systems and mechanics, enhancing player engagement and overall experience.
- Managed the publishing process for iOS, Android, and PC, ensuring adherence to store guidelines and facilitating efficient release workflows.
- Executed monetization approaches including advertisements, in-app purchases, and premium models, aimed at maximizing revenue and sustaining player interest.

EDUCATION

Jan 2019 — Jan 2021	Postgraduate Degree in Computer Software Engineering, Estácio
Jan 2012 — Jan 2015	Undergraduate in Game Development, Estácio

TECHNICAL SKILLS

Core Technologies

Unity, C#, Swift, SwiftUI, Kotlin, Java, ASP.NET Core, JavaScript

Architecture

Native-to-Unity SDKs, system design, modular features, mobile and web architecture

Performance

Memory optimization, frame pacing, draw call reduction, GC optimization

Native & Product

ARKit, ARCore, HealthKit, Health Connect, StoreKit 2, OneSignal

Tools

Git, CI/CD, Xcode, Android Studio, Crashlytics, Sentry, Unity Profiler

Platforms

iOS, iPadOS, watchOS, Android, Wear OS, WebGL, PC, Quest, Vive

Backend Integration

REST APIs, ASP.NET Core, MySQL, authentication, push notifications, SDK integration

LANGUAGES	English	Highly proficient	Portuguese	Native speaker
	French	A2		

CERTIFICATIONS	Unity Certified Professional Programmer	Sep 2025 - Sep 2028
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