

Daniel Corbi Boldrin

Unity Lead Developer

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<https://soueuroya.github.io/>

Senior Unity Engineer with 14+ years of experience developing and shipping multiplayer games, VR applications, simulations, and cross-platform interactive software using C# and Unity.

Specialized in scalable architecture, gameplay systems, multiplayer networking, performance optimization, debugging large codebases, and production-focused development workflows.

Experienced in leading cross-functional teams through prototyping, full production, live ops, platform conversion, and long-term project support across mobile, PC, console, and XR platforms.

Experience

UNITY LEAD DEVELOPER – *Suprema Participações*

SP, Brazil (Remote)

Dec 2024 to Feb 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. Improved scalability, live stability, synchronization accuracy, and server performance through optimized networking architecture, profiling, and modular gameplay systems designed for long-term live operations support.

- **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, matchmaking, custom clubs, and table creation, with union systems connecting global players.

UNITY LEAD DEVELOPER – *ZeMind Studios*

ON, Canada (Hybrid)

Nov 2022 to Feb 2025

Led cross-functional development team in creating mobile, web, and console applications, driving projects from concept through delivery. Designed and implemented core gameplay systems, Addressables pipelines, multiplayer features, and blockchain integrations across iOS, Android, PC, and console platforms. Collaborated with clients to define project scope and specifications, ensuring alignment with user needs and market trends. Led onboarding, code reviews, mentoring, sprint planning, and technical direction.

- **Courting Glory:** Free-to-play 3D 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)

Aug 2021 to Nov 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 microbiology VR training and assessment simulation covering PPE, sterilization, pathogen handling, petri dish inoculation, incubation workflows, cell analysis, diagnostics, and procedural validation.
- **VAPOC:** Emergency responder VR training and assessment simulation featuring dynamic patient interactions, vitals monitoring, medical equipment handling, and procedural validation.
- **Blood Transfusion:** VR blood transfusion training and assessment simulator featuring procedural validation, diagnostic logic, patient monitoring, and transfusion workflows.

UNITY GAME PROGRAMMING TEACHER – *Halton STEM Club*

Jun 2021 to Jun 2022

UNITY GAME PROGRAMMING TEACHER – *Thinnox Design Academy*

Jun 2018 to Dec 2020

ANALYST DEVELOPER – *Programmers*

Apr 2016 to Apr 2017

ANALYST DEVELOPER – *Hewlett Packard (HP)*

Jul 2015 to Jul 2016

ANALYST DEVELOPER – *Líder Telecom*

Apr 2013 to Nov 2014

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

Skills

Languages: C#, Python, JavaScript, TypeScript, C++, HTML, CSS, C, PHP, Java.

Game Engines & Platforms: Unity, Unreal Engine, Construct, Scratch, Thinkercad, Alice.

Frameworks & SDKs: Unity Netcode, Colyseus, Pomelo, OpenXR, WaveXR, Sequence, XNA, React-Native, Expo.

Database & Backend: Supabase, AWS, Google Cloud, SQL, MySQL, Azure, IIS, Apache, Linux, REST APIs, GCP.

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

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

AI-Assisted Dev: Antigravity, Windsurf, Claude, Gemini, Codex, OpenRouter, MCP workflows, and custom AI tooling.

Other: Team Leadership, Intuitive Systems & Accessibility, CI/CD, QA, AI Prototyping & Testing Automation.