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JULIO NICACIO

UNREAL ENGINEER | C++

 São José dos Campos/SP - BR

PROFILE

I'm a Lead Unreal Developer specializing in C++ and real-time systems for PC and consoles. My expertise spans gameplay systems, scalable architecture, subsystem design, and multiplayer frameworks like GAS and EOS. I build robust solutions in Unreal Engine through clean, modular code and deep integration with Blueprints, editor tools, and performance profiling.

I've led teams, optimized systems for cross-platform deployment (PlayStation, Xbox, Switch), and enjoy empowering artists and designers through editor utilities and pipelines. Passionate about quality and maintainability, I thrive in collaborative, engineering-driven environments.

FORMATION

Universidade Tecnológica Federal do Paraná, Incomplete Bachelor in **Computer Science**, 2018 - 2022

Descomplica, Technologist in **Digital Games**, 2022 - 2024

LANGUAGES

Fluent English
Native Portuguese
Learning Japanese

SKILLS

- **Languages:** C++, C#, Python, Lua and Javascript
- **Game Engine:** Unreal Engine (C++ & Blueprints), Unity, Godot and Love2D
- **Multiplayer & Online:** Gameplay Ability System (GAS), EOS, Vivox, Playfab, AWS, Azure
- **Tools & Workflow:** Git, Jira, Confluence, UML, Unreal Insights, Custom Tools, Editor Scripting
- **Focus Areas:** Gameplay Programming, Online Systems, Modular Architecture, Performance Optimization, Technical Leadership

EXPERIENCES

MNSTR Studio, Lead Unreal Developer

MAY 2024 - CURRENTLY

- Oversaw console porting (PlayStation, Xbox, Switch, PC) and cross-platform compliance
- Mentored junior Unreal developers and reviewed C++/Blueprint implementations
- Designed editor tools to streamline workflow for artists and designers
- Applied performance profiling and memory debugging using Unreal Insights

Main Leaf Games, Unreal Developer

AUGUST 2023 - MAY 2024

- Integrated EOS for multiplayer sessions and Vivox for real-time voice chat
- Refactored gameplay systems for scalability and latency-resilient multiplayer
- Supported cross-team communication between internal devs and external API partners

Animus Game Studio, Game Developer

JUNE 2022 - JULY 2023

- Delivered online and local gameplay mechanics in Unreal using C++ and Blueprints of games for PC, Consoles and Mobile
- Participated in architectural planning and feature documentation using UML

PlanXP, XR Developer

JULY 2021 - JUNE 2022

- Worked in Unity to develop AR/VR industrial simulations