HUGO FONSECA

GAMEPLAY PROGRAMMER | UNITY / C#/ AI Claude/Codex

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PROFILE

Gameplay programmer with professional Unity experience and a background in software engineering. Builds gameplay systems, AI behaviors, designer-facing tools, and data-driven features. Currently developing a 3D RPG and contributing as a game developer at Retroessence Games.

PROFESSIONAL GAME DEVELOPMENT EXPERIENCE

Retroessence Games — Game Developer | May 2025–Present | Belo Horizonte, Brazil

- Implement gameplay systems, abilities, and behaviors.

Complex Games Inc. — Gameplay Programmer | Oct 2023–Apr 2025 | Winnipeg, Canada

Chaos Gate - Deathwatch

- Developed gameplay subsystems and features in Unity and C#.
- Implemented designer-defined behaviors, AI behaviors and functions, and configured data and game assets.
- Created tools to support other departments.

SELECTED PROJECTS

Seals of Prophecy — 3D Open-World Party RPG | Personal Project | May 2025–Present

- Building the game in Unity 6 and creating 3D assets with Maya, ZBrush, and Substance Painter.
- Covering the full development process across gameplay programming and art.
- Using Claude and Codex to support workflow, custom agents and skills, and spec-driven development; generative AI is not used to create game content.

Dad to the Bone — 3D Isometric Action Game | Game Programmer | Vancouver Film School | Mar 2022–Apr 2023

- Built gameplay, enemy AI, spawning and map-node systems, dialogue localization, and level statistics.
- Established reusable, data-driven structures with ScriptableObjects and additive scenes; built editor tools and integrated dialogue from Google Sheets.

Into the Forest — 3D Exploration Game | Unity Programmer | Vancouver Film School | Aug–Oct 2022

- Implemented multi-camera control with Cinemachine, enemy movement and targeting, physics interactions, and FMOD audio.

Quest for Valor — Platformer | Unreal Engine Programmer | Vancouver Film School | Sep–Dec 2022

- Created Blueprint interactions, checkpoint and sublevel flows, post-processing, and platforming, puzzle, and combat levels.

EDUCATION

Vancouver Film School | Game Design | Apr 2022–Apr 2023

Fanshawe College | Ontario College Graduate Certificate, Computer Games and Programming Skills | Sep–Dec 2021; C++ game programming coursework in physics, collision, OpenGL mesh rendering, and HLSL shaders.

TOOLS AND TECHNOLOGIES

Unity 6, C#, Unreal Engine, C++, Blueprints, ScriptableObjects, AI behaviors, gameplay systems, developer tools, DOTS/ECS, UI Toolkit, Cinemachine, FMOD, localization, Maya, ZBrush, Substance Painter

AI - Claude/Codex - I have been creating Agents, Skills for specific repeatable tasks in the workflow of my project, also started doing a more spec driven approach using mattpocock skills and did setup a second brain with Obsidian.

ADDITIONAL SOFTWARE ENGINEERING EXPERIENCE

Senior Java and full-stack engineering roles, 2003–2021; backend systems, REST integrations, CI/CD, and squad leadership.1