

Edson Nicolau Ferrão

Birth date: 27/09/1992

Phone.: +55 (11) 943-302-767

E-mail: nicferrao@gmail.com

GAME DEVELOPER

- Formation:

Postgraduate degree in Game Business and Gamification, ESPM (graduated 2025);

Technologist in Digital Games, FATEC São Caetano do Sul. (graduate 2015);

Computer Technician degree, Colégio Objetivo Argumento. (graduate 2010);

- Technical Knowledge:

C#, Unity3D, Java, .NET, PHP, SOLID principles, OOP Design Patterns, Software Architecture, GIT Flow

- Languages:

Native: Portuguese

Fluent: English

- Experience:

Suprema Gaming (10/2025~Present)

Technical Lead

Leading the Frontend team on the company's flagship product, focusing on the strategic modernization of legacy applications and the development of high-performance Unity solutions. My role is strategic, focusing on building the frontend engineering structure.

My key responsibilities are defining the software architecture and implementation scope for new features and projects and managing technical debt by identifying and prioritizing critical refactoring areas to ensure game stability while balancing delivery deadlines. I also collaborate closely with Product Manager and Scrum Master to delegate tasks effectively and maintain high team performance, translating business requirements into technical specifications, breaking down complex features into actionable tasks for developers.

Jahnel Group (03/2024~10/2025)

Unity Developer - Full Stack

Initially focused on Game Client development with Unity3D, my role expanded to Full Stack responsibilities to support game stability, backend integration, and internal tooling.

I developed and optimized the game client, focusing on native integration and performance. On the server-side, I assisted in maintaining and bug-fixing the game server API, transitioning between client-side and server-side debugging to solve complex synchronization issues. Also maintained and fixed critical bugs in the company's internal admin portal and managed Docker containers to spin up distinct server environments for game testing. Utilized AWS resources to support development infrastructure.

Fanatee (03/2019~03/2024)

Unity Developer

Development of gameplay features and app services such as advertisement, in-app purchase, social logins, analytics and local databases.

Framework development with code structures made into dll's to be used as an attachment for new projects by demand, also management of our libs.

Best OOP practices, focused on high-quality code using the better suited pattern for every specific problem. Great care for the software architecture quality.

Ortiz Gaming (11/2017~03/2019)

Full Stack

Client and Server development using Java and .NET. Also handled legacy games using C/C++ development using Java. Scripts to help handling processual tasks made with Python.

Legacy OS development coded in C, with tasks like driver implementation/update, BIOS update, OS architecture update and general optimization of the system.

I was responsible for developing slots and bingo games made specific for the Norwegian market. I maintained daily communication with Norwegian partners to ensure their needs were being attended to.

Tadluc Educacional (06/2016~11/2017)

Unity Developer

Fully developed an Educational Game to be applied as an educational tool to improve students' performance.

- Unity3D and C# for front-end and back-end using C# .NET; with multiplayer features as lobby rooms for matches with 2-4 players simultaneous and daily/monthly score ranking.
- Database modeling using SQL.
- Full app-deployment management in both AppStore and PlayStore, from the building process to the daily analytics view.
- Data analytics with Firebase with daily reports from performance impact during the classes, and crash/bug fixes using Crashalytics. Monetization reports weekly.
- Community management with events being applied through in-game competition managing a crowd of 2k+ students.

Farofa Studios (09/2015~02/2016)

Unity Developer

Developed the core technology for a wearable tech project for a major footwear brand. Engineered the native-to-Unity bridge (Middleware) to integrate the Wipace device developed by AVIC into the Unity engine.

Wrote custom Java (Android) and Objective-C (iOS) plugins to communicate with external Bluetooth step-counter sensors.

Developed and shipped several games where gameplay was controlled entirely by the child's physical movements (running/jumping) via the Bluetooth device.

ODI Eventos e Treinamentos (09/2014~07/2015)

Internship

Game development internship using Unity3D and C#.

Make contact with the entire game production, from the freelancers producing concepts and audio assets to the game programming where I make contributions.

Fully developed training games to be applied by International Companies (such as Pfizer, Bayer, etc) as a tool to teach and interact in a more easy and fun way some important features or technology for their employees.

Pixfly (09/2011~12/2011)

Mobile Android Developer

Hired to fully develop an "Uno" style game for Android. I used Java along with AndEngine. Multiplayer local/online for up to four players.

Lots of customized features with the app size staying less than 12Mb.

Idealista Entertainment (04/2011~09/2011)

Mobile Android Developer

Fully developed a slot machine game using native java for Android, pair with AndEngine. I also contributed a lot in the improvement of AndEngine which was at the time an open source engine for game development.
