

Vinicius Passos

Game Designer & Game Developer | Unity & C# | VR / PS5 / PSVR2 Porting

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Summary

Game Designer and Unity Developer with 4 years of C# experience. Currently porting VR titles to PlayStation 5 and PlayStation VR2 at VRMonkey, with one title already approved by Sony and publicly announced. Previously shipped two commercial mobile titles at Ocarina Studios, leading a 5-person team and reaching 40% Day-1 retention. Works across the full cycle: game design, gameplay programming, UI/UX, and performance optimization.

Experience

VRMonkey

São Paulo, Brazil

Game Developer (Unity)

March 2026 – Present

- Porting two VR titles in Unity/C# to PlayStation 5 and PlayStation VR2; the first has already passed Sony certification, been approved, and publicly announced (name under NDA until the official reveal).
- Optimized the first title to run at native 90Hz and at 60Hz reprojected to 120Hz; the second, in development, runs at 60Hz reprojected to 120Hz.
- Aligned official platform terminology across 28 languages on the first port and 11 on the second.
- Adapting interaction layers to PlayStation VR2 Sense controllers (haptics and adaptive triggers), working on top of existing codebases I did not write.
- Preparing and submitting builds through the platform certification process.

Ocarina Studios

Canada (Remote)

Game Designer Jr. & Game Developer Jr.

May 2023 – April 2025

- Shipped two commercial mobile titles, *Dream QuiZzz* and *Mysterious Restaurant*, overseeing the full lifecycle from concept to market release.
- Iterated on mechanics through playtesting and data analysis (Firebase Analytics and Remote Config), achieving a 40% Day-1 retention rate for *Mysterious Restaurant* in the Philippines market.
- Led a 5-member cross-functional team as Junior Producer using Agile Scrum methodologies, ensuring high-quality, on-time delivery.
- Spearheaded the pitch strategy that secured *Dream QuiZzz* a place in the Google Indie Games Accelerator Program.
- Engineered gameplay systems and UI/UX interfaces in Unity and C#, ensuring fluid interaction and technical stability.
- Authored and maintained Game Design Documents (GDDs) with specifications for mechanics, characters, and level progression.

Skills

- **Technical:** Unity (2D, 3D & XR), C#, Gameplay Scripting, Console Porting (PS5 / PSVR2), Performance Profiling, Firebase (Analytics, Remote Config), Git.
- **Design:** Game Design, Level Design, UX Design, Rapid Prototyping (Figma), Creative Direction.
- **Professional:** Agile/Scrum Methodologies, Platform Certification (Sony), Project Management, Team Leadership.
- **Languages:** Portuguese (Native), English (Fluent).

Education

Centro Universitário Internacional - UNINTER

MBA in Game Design (In Progress)

2026

- Focus on strategic management, project leadership, innovation, and emerging technologies (VR/AR, AI).

Postgraduate Degree in Neuroscience and Physics of Consciousness (In Progress)

2026

- Study of cognitive processes, decision-making, and emotion to enhance interactive experiences.

FAM Centro Universitário

Degree in Digital Games

2023

- Developed *Memories of a Scattered Mind*, a psychological horror game utilizing narrative design to promote PTSD awareness; executed full-cycle design and C# programming in Unity.

Certifications

Google Indie Games Accelerator Program (Google, 2024) • **Advanced Product Management** (Cole Mercer, 2024) • **Unity Zero to Pro** (EBAC, 2023) • **Game Development in Unity** (Gabriel Barbosa, 2022) • **Character Design for Games** (Alura, 2022)