YgorDreyer

Last Updated on 9th July 2026

contact

RS - Brazil

in/ygordreyer/
thezampo.com/

ygordreyer@pm.me

languages

Portuguese fluency
English fluency
Spanish advanced

core stack

C#, C++, Python
AWS, Azure, GCP
Unity, Unreal Engine
Metaplay, PlayFab, Photon
Bedrock, RAG, MCP

focus

AI/ML for games
Agentic workflows
Cloud architecture
Live-service backends
Real-time multiplayer
LiveOps

open source

RetroArch, Dolphin, PCSX2, OnionOS contributor

professional profile

AI-driven game technology specialist and studio technical leader – 10+ years in software, 5+ shipping games across platforms and genres, spanning game engines, cloud backends, and live game services.

– Applies AI/ML across game production: Amazon Bedrock, generative-AI content and testing, and agentic RAG/MCP workflows embedded in day-to-day engineering, QA, and content pipelines

– Led a performance collaboration with Unity on GodForge documented in a public Unity case study: frame rate +57%, shader variants –76%, memory reduced from 4 GB to 1.3 GB on a 200+ hero title

– Architects and migrates game backends on AWS and Azure – led a server-authoritative PlayFab-to-Metaplay migration spanning 18 live systems and 60+ cloud functions, including LiveOps, anti-cheat, and player-data pipelines

– Deep game-development background: Unity (expert) and Unreal 4/5, real-time multiplayer, and live game services across PC, mobile, and console; leads engineering teams of 4 to 20, coordinating up to 70 people across disciplines

skills

AI/ML for Games
Amazon Bedrock; generative-AI content & testing; agentic workflows for engineering and QA automation; retrieval-augmented generation (RAG); Model Context Protocol (MCP); Claude skills & prompt engineering; AI-assisted build & content pipelines

Cloud, Infrastructure & DevOps
AWS (S3, EC2, Lambda, Bedrock, CloudFront, OpenSearch, RDS), Azure (PlayFab, Functions, Cosmos DB, Bicep), GCP (BigQuery, Firebase); CI/CD (GitHub Actions, Jenkins), Prometheus / Grafana, Backtrace; infrastructure-as-code, load balancing & autoscaling, CDN / edge delivery, cost optimization

Game Backend & LiveOps
Server-authoritative architecture, PlayFab-to-Metaplay migration, matchmaking, anti-cheat (server-side RNG, replay-based combat validation), IAP & subscriptions, identity & auth (OAuth2/OIDC), player-data & analytics pipelines (AppsFlyer, DevToDev, BigQuery, OpenSearch), live config & catalog

Engines & Real-Time
Unity (expert), Unreal Engine 4/5, cross-platform (PC / mobile / console), synchronous & asynchronous multiplayer, netcode (Photon Fusion), gameplay & performance optimization (occlusion culling, Addressables, atlas/mipmap tuning, device-tier profiling)

Solutions & Vendor Strategy
ISV & platform evaluation, build-vs-buy solution design, payments & merchant-of-record (Stash, Xsolla), analytics & attribution vendors, vendor & outsourcing management, cost & revenue business cases

Leadership
Studio technical direction, team building & hiring, technical roadmaps, milestone & resource planning, architecture & documentation standards, cross-discipline alignment, mentoring tech leads

education

2022	**Postgraduate Lato Sensu** in Game Design and Development	Universidade Cruzeiro do Sul
2021	**Bachelor's** in Computer Engineering	Universidade Santa Cruz do Sul

game portfolio

2024 **GodForge** Magic Media / Fateless Games - Technical Director
Cross-platform hero collector (200+ heroes, real-time combat) in Unity; 75,000-player beta and public Unity optimization case study.

2023 **Terrarium** Magic Media - Lead Game Programmer
Mobile simulation game with procedural plant-growth generation and asynchronous multiplayer.

2022 **Pixelmon** Magic Media - Lead Game Programmer
3D action game with real-time battles, co-op AI, and synchronous multiplayer.

2022 **Toyo** Lucid Dreams - Lead Game Programmer
A card battler with synchronous multiplayer and blockchain integration.

2021 **Cobra Kai 2 : Dojos Rising** Flux Games - Senior Game Programmer
3D beat'em up (Netflix-licensed IP) with synchronous multiplayer; shipped on PC, PS5, Xbox, and Switch.

experience

2026–Now **FATELESS GAMES** Remote
Director of Solutions Architecture
– Led the GodForge backend migration from PlayFab/Azure to a server-authoritative Metaplay stack on AWS – 18 live systems and 60+ cloud functions (economy, gacha, matchmaking, guilds, IAP, auth) with server-side anti-cheat.
– Drives studio AI adoption: Amazon Bedrock game testing and agentic RAG/MCP workflows across engineering, QA, and content pipelines.
– Owns AWS cloud architecture – S3 analytics and player-data pipelines, EC2 CI/CD, Lambda, CloudFront edge delivery, OpenSearch, RDS; ran a 75,000-player GodForge beta.
– Studio's technical representative to partners and vendors: runs ISV and platform evaluations (payments, identity, LiveOps, analytics), shapes build-vs-buy decisions, and coordinates outsourcing and analytics partners.

2025–2026 **FATELESS GAMES** Remote
Studio Technical Director
– Coordinated an engineering collaboration with Unity that boosted GodForge frame rate 57%, cut shader variants 76%, and reduced memory from 4 GB to 1.3 GB – documented in a public Unity case study.
– Owned technical direction and architecture across all studio projects, including GodForge – carried over from Magic Media as the studio's flagship title.
– Introduced AI-assisted engineering practices (generative-AI testing and agentic tooling) into build and content pipelines.
– Mentored tech leads; ran resource allocation, milestone planning, and delivery timelines.

2024–2025 **MAGIC MEDIA** Remote – Spain
Technical Director
– Set technical direction across three concurrent cross-platform titles (GodForge, Terrarium, Pixelmon), coordinating up to 70 people across engineering, art, design, and production.
– Owned resource allocation, milestone planning, and delivery timelines.
– Defined and enforced system-architecture and documentation standards.

2022–2024 **MAGIC MEDIA** Remote – Spain

Lead Game Developer

GodForge: Technical Director of a cross-platform hero collector (200+ heroes, real-time combat) built in Unity.

– Built GodForge's core combat foundations, still in use; ran the project end-to-end with programming, art, and design in sync.

– Engineered complex systems across titles: procedural plant-growth generation via space colonization (Terrarium) and one of the first in-engine web3 integrations, built ahead of any official SDK.

– Led engineering teams of 4 to 20 across concurrent projects; owned architecture, milestones, and delivery timelines.

2022–2022 **LUCID DREAMS** Remote – Dubai, United Arab Emirates

Lead Game Developer

– Built and led a 6-person programming team (hired 4).

– Developed the Unity architecture for a card battler with synchronous multiplayer.

2021–2022 **FLUX GAMES** Remote – Brazil

Senior Game Programmer

Cobra Kai 2: Dojos Rising: 3D beat'em up with synchronous multiplayer over Photon Fusion and PlayFab live services; shipped on PC, PS5, Xbox, and Switch.

– Built gameplay mechanics, physics, and player features; tuned real-time netcode and state sync.

– Go-to engineer on a 12-dev team for the hardest cross-system bugs, drawing on deep backend experience; handled QA and multi-platform porting.

2018–2021 **ZAMPO WEB DESIGN** Brazil

Founder & Web Developer

– Ran a solo web studio for 3 years, finding and delivering web solutions to clients' business problems.

– Scoped requirements directly with clients and managed concurrent engagements end-to-end.

2018–2021 **UNIVERSIDADE DE SANTA CRUZ DO SUL** Brazil

Technological Innovation Scholarship Holder

– Built data-mining and analytics pipelines for geospatial analysis of infectious diseases (QGIS, Python, Julia).

– Developed an Android app (Android Studio) to support the penitentiary system's disease management.

2017–2018 **DROPWEB** Brazil

Web Developer

– Sole developer at a design company – owned full-stack delivery end-to-end (Laravel, JavaScript, AJAX, CSS).

– Built an e-commerce platform, a food-delivery service, and multiple client websites.

2015–2017 **AMPIX SOFTWARE** Brazil

Java Developer

– Built and maintained a large Java ERP (SAP-like: payments, inventory, and tax) used by dozens of companies, including Amalfi, a major Brazilian bread distributor.

– Delivered client training and enablement sessions and turned customer feedback into UX and workflow improvements.