Jefferson Scomação

TECHNICAL DIRECTOR | GAMES, MOBILE & ENGINEERING LEADERSHIP

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Technology leader combining team building, technical direction, and hands-on engineering across mobile games and immersive products. Experience includes StillFront - BitLife, PTC - IKEA Place, localized game development, and distributed delivery. Connects engineering, product, design, and QA around clear priorities, shared practices, and sustainable product development.

SELECTED EXPERIENCE

4eyes.media | Co-founder & Chief Technology Officer

Current role · Germany

Co-founder and CTO of 4eyes.media, a company based in Germany.

Candywriter - Stillfront | Technical Director

2023-2026 · United States

- Provided technical direction for StillFront - BitLife across game development, live operations, and monetization. Led all engineering hiring at Candywriter, building a high-performing team with diverse professional backgrounds.
- Led AI initiatives across code review and feature implementation, accelerating delivery and improving team performance. Automated reviews became a team practice; a reusable framework I created was adopted by other engineers.
- Coordinated release branching, QA priorities, readiness checks, and staged rollout communication across engineering, product, design, and QA.
- Directed work on purchase recovery, player identity continuity, content authoring, and backend live-operations capabilities; supported team guidance and structured onboarding.

Goodgame Studios | Tech Lead / Manager, Unity Development

Dec 2020-Jul 2023 · Germany

- Led teams for the StillFront - BitLife franchise and Empire: Four Kingdoms; managed Unity hiring and technical initiatives.
- Built a new Unity development team from recruitment through delivery and led localized StillFront - BitLife development in German, Portuguese, Spanish, and French.
- Connected mobile architecture, monetization, development operations, and custom AWS/Go backend solutions.

PTC | AR Field Lead Manager

Jul 2019-Nov 2020 · Rotterdam, Netherlands

- Led Unity development and technical pre-sales activities for the Rotterdam office, working directly with clients and project managers.
- Delivered IKEA work using Unity as a Library; supported estimation, budgeting, hiring, and mentoring across Unity, iOS, Android, and HoloLens projects.

twnkls | augmented reality | Tech Lead / Lead Unity3D Developer

Aug 2017-Jun 2019 · Rotterdam, Netherlands

- Provided hands-on technical leadership for PTC - IKEA Place, guiding development roadmaps, native integration architecture, and cross-functional delivery.
- Mentored engineers in Unity and native mobile development and participated in hiring across technical and project roles.

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EARLIER EXPERIENCE & EXPERTISE

ENTREPRENEURIAL AND EARLIER EXPERIENCE

Parala Games Studios | Owner

Oct 2012-Jan 2023 · Brazil & Netherlands

- Delivered 80+ Unity projects for international clients across games, mobile, AR, and VR; led teams across up to three countries.
- Delivered Floresta Sem Fim, a mobile application that reached one million downloads, and developed reusable Unity architecture frameworks.

NovoLanguage | Team Lead, Unity Development

Jul 2014-Jul 2017 · Netherlands

- Led development of educational applications and VR experiences, including client delivery in Southeast Asia.
- Developed Unity voice-recognition and audio technology and coordinated internal and external development, VR, and design teams.

Guile3D | Team Lead, Delphi Development

May 2010-Jun 2014 · Brazil

- Led software work spanning virtual assistants, home automation, accessibility, and early professional Unity development; hired key team members.

StreetHot Racing | Owner · Jan 2000-Sep 2009 · Brazil
Automotive software, embedded systems, and electronics using Delphi, C, and assembler.

Freelance software development · Jan 1994-Jan 2000
Commercial systems and early game development using Clipper, Turbo Pascal, Delphi, and assembler.

INDEPENDENT PROJECTS

UltraBlox: Independent minigame project using AI-driven development. Glue Tag concept; in development.

AR Chat GO: Past augmented reality social-network app for creating and sharing AR messages and experiences.

HomeWeb: Developed the mobile security app for a remote concierge and access-control platform.

Drone W.AR: Published iOS AR shooter, listed on the US App Store under my developer name.

CORE EXPERTISE

Leadership: Technical direction, team building, hiring, mentoring, cross-functional coordination, client collaboration, delivery planning.

Product: Mobile games, live operations, monetization and purchases, localization, AR/VR/XR, native integrations.

Engineering: Unity3D, C#, React Native, iOS/Android, AWS systems, Go, JavaScript, software architecture, AI-assisted development, code review and validation workflows.

EDUCATION AND KNOWLEDGE SHARING

Computer Engineering · PUC-PR · 1996-2001
Specialization in Computer Games · PUC-PR · 2011-2012

Speaker: Unite 2019, PTC - IKEA Place and Unity as a Library; Atlassian Summit 2020, development processes behind PTC - IKEA Place.

Languages: Portuguese (native); English (fluent).