

# Marcelo Leal Faria

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## **OBJECTIVE:**

Seeking a co-op or internship using strong programming skills in C#, C++, Java, Unity, HTML, CSS or JavaScript.

Available May 2022 - August 2022

## **EDUCATION**

**Rochester Institute of Technology (RIT)**, Rochester, NY Expected May 2024

*Bachelor of Science, Game Design and Development* **GPA: 3.0**

*Related Courses:* Computational Problem Solving I (C++), Introduction to Game Web Technology (HTML/CSS), Interactive Media Development (C#)

## **SKILLS**

**Programming Languages:** C#, C++, Java, HTML, CSS, JavaScript, Node-RED

**Tools:** Visual Studio 2019, Unreal Engine, Unity, Photoshop CC, Git, GameMaker Studio 2

## **PROJECTS**

**Ritchie Run (Academic Project)** May 2021

- Created a C# side-scrolling infinite runner in a team of 5.
- Implemented several gameplay systems including multiple difficulty levels, collectibles and infinite scrolling map and obstacles.
- Used the Monogame framework and its classes to easily create, manage and modify multiple objects such as player characters, enemies, terrains and backgrounds.

## **WORK EXPERIENCE**

**The Commons** November 2020–Present, Rochester, NY

*Server/Cook/Dishwasher*

- Work on the Dining Commons on whichever position needed at the time, usually being server, cook and dishwasher.
- Communicate with customers, get their order and serve their food efficiently.
- Collaborate with team members to effectively staff the department 12 hours per week while balancing a full academic course load.
- Make sure the restaurant is constantly clean and appropriately stocked.