






Caio Marchi

Game Developer

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 [Portfolio](#)

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Hi!

I'm Caio Marchi, Unity Game Developer based in Brazil with 11 years of experience working in I.T./Software development. 5.5 of those working in Game Development.

I worked on several types of projects:

Serious Games ([Braskem: Boiler Plant Operator](#))

Corporate Games ([BASF Play & Learn](#))

Content on-demand apps ([LuccasToon](#))

Fun Games ([Roxteen: Roxstar](#))

NFT-games ([Universus](#))

I'm a Unity generalist with experience in git, continuous deployment and distributed teams.

I excel at UI Programming and Shaders.

My contact info is on the side.

Thanks for your interest!

Best regards
Caio