

## Caio Marchi Gomes do Amaral

Brazilian, single, 30 years old

**Cel.** (11) 9 9705-0958 **e-mail:** [caiomga@gmail.com](mailto:caiomga@gmail.com)

**Bitbucket:** [bitbucket.com/CaioMGA](https://bitbucket.com/CaioMGA) **Github:** [github.com/CaioMGA](https://github.com/CaioMGA)

**Portifólio:** [caiomga.com](https://caiomga.com)

### Objective

*Game Developer*

### Academic Background

- Entrepreneurship and New Business Degree – MacKenzie (Feb. 2022 – Dec 2023)
- Game Development Degree – FATEC Carapicuíba (2015-2018)
- I.T. Technician - Instituto Técnico de Barueri (2007-2009)

### Other Courses

- The Ultimate Guide to Real World Applications with Unity – Udemy
- Shader Development from Scratch for Unity with Cg – Udemy
- Visual Effects for Games in Unity - Beginner To Intermediate - Udemy

### Qualifications

- Unity Development and Tooling
- Stack Amazon(AWS)
- Mobile (Android/iOS)
- Version control (Git, Unity Collaborate, SVN)
- Continuous Integration
- Integration and customization of third party plugins
- Working exclusively with games since 2017
- Portuguese: Native
- English: Fluent
- Spanish: Intermediate
- 5+ years working with Game Development

### Rewards/Features

- [Phaser World #90 Staff Pick Game](#) - Julho 2017 (Tetris Clone) ([link](#))
- [3rd place at Zenva's Gamedev Competition](#) - Agosto 2017 (Dungeon Lurer) ([link](#))
- Best Boardgame Award - Fatec Game Week 2015 (Corn Wars: Pipoca ou Morte)

### Professional Background

**Position:** Unity Game Developer

**Company:** Take4Games

**Period:** May 2022 (current)

**Attributions:** Unity generalist. UI Specialist

**Position:** JR Unity Developer

**Company:** 01 Digital (Zum Studios)

**Period:** Nov/2020 to May 2022

**Attributions:** Unity Generalist. VFX specialist; 100% remote;

**Position:** Contractor Game Dev Fullstack

**Company:** i9Ação

**Period:** May/2018 to Jan/2021

**Attributions:** Unity generalist. HTML5 Game developer; AWS stack; LMS Developer.

**Position:** Unity Developer Freelancer (Unity)

**Company:** Blue Pixel

**Period:** Sep/2017 to Nov/2017

**Attributions:** Minigames development and integration with swagger API.