CAIO MARCHI
Game Developer

CONTACT INFO

Caio Marchi Gomes do Amaral
31 years old, brazilian, single

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🌐 Portifolio

in LinkedIn

 Github 🌐 Bitbucket

EDUCATION

Business Degree
Mackenzie (2022-2023)

Game Development Degree
(incomplete)
FATEC – Carapicuíba (2015-2018)

I.T. Technician Degree
ITB (2007-2009)

LANGUAGE

English
Writing/Reading: *Advanced*
Conversation: *Fluent*

Spanish
Writing/Reading: *Intermediate*
Conversation: *Intermediate*

Portuguese
Writing/Reading: *Native*
Conversation: *Native*

WORK EXPERIENCE

Unity Game Developer - Universus Team (May 2022 – current)
- **NFT play-to-earn game**.
- Unity generalist and UI specialist;
- Sprint Planning;
- UI Integration with game systems and services;

Unity Game Developer – 01 Digital (Nov. 2020 – May 2022)
- Minigames implementation and maintenance of **Luccas Toon** app
- Unity + Unity Cloud Build + AdMob
- Content on-demand

Fullstack Game Developer – i9ação (Mai. 2018 – Jan. 2021)
- Serious and training games for Android, iOS, Web and Windows;
- Unity and HTML5 games;
- Stack Unity: Unity + AWS;
- Stack HTML5: Pixi.js + SCORM + Noje.js + Gulp;

SKILLS

Gamedev
- Unity (C#)
- Shadergraph
- Tooling
- Git
- Unity Cloud Build
- Addressables
- AssetBundle
- UGUI
- Tweeners (LeanTween, DOTween)
- JavaScript
- Node.js

Soft Skills
- Team work
- 3+ years working remotely
- Clear communication
- Punctuality
- Planning

Services
- Jira
- Trello
- G-suite
- Discord/Slack

ACCOMPLISHMENTS

Staff Pick on Phaser World #90 (2017)
    A Tetris clone made with Phaser.js. - **LINK**
Zenva's Gamedev Compo 3rd place (2017)
    Minimalist puzzle game - **LINK**
Best Board Game – FATEC GAME WEEK(2015)
    1v1 casual domination game

INTERESTS

Business   Creative Writing   Planning   Documentaries