

ERIC MARINHO



Contact

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Core Qualifications

- Unity (C#)
- Unreal Engine (C++)
- Object-Oriented Programming (OOP)
- Netcode
- Servers
- Matchmaking
- Relay
- Firebase
- Authentication
- Cloud Content Delivery
- Addressables
- Cloud Code
- Localization
- In-App Purchases
- Ads
- Analytics
- Cloud Save
- Rest API
- Input System
- Dotween
- Problem Solving
- Teamwork

Education

Méliès
Brazil - SP
Technical degree: Digital Games
2025

Useful Links

- <https://ilidamstudios.netlify.app/> (Portfolio)
- <https://ilidam.itch.io/> (Itch.io)
- [Android Apps by Ilidam Studios on https://play.google.com/store/apps/dev?id=7388088919781492539](https://play.google.com/store/apps/dev?id=7388088919781492539) (Google Play)
- <https://github.com/EricMarinho/> (Github)
- <https://www.linkedin.com/in/eric-marinho/> (Linkedin)

Professional Summary

I am a programmer specialized in Game Development (2D, 3D and VR), with a strong focus on engines such as Unity (C#) and Unreal Engine (C++). Drawing upon my computer science background I am always expanding my knowledge to the fullest and I am a firm believer in the value of lifelong learning. I am constantly seeking out new challenges, and I particularly enjoy solving complex problems.

As a team worker, I am always happy to collaborate with others in pursuit of a shared goal.

Despite not being my focus, I also have knowledge on Web Development (React, Javascript, Typescript, CSS, HTML, Node, Express, Prisma, Socket.io, Rest API).

Experience

Game Programmer

Blue Gravity Studios | London, England, United Kingdom | Jan 2023 - Current

- In my current role at Blue Gravity Studios, I am responsible for driving the development of core gameplay mechanics using Unity (C#).
- I specialize in integrating a wide range of online features, leveraging technologies such as Firebase, Netcode, Relay, Cloud Save, Lobby, Server Hosting, and Matchmaker, along with other cloud services.
- I improved my skills in code architecture and deepened my understanding and application of Object-Oriented Programming (OOP) principles, incorporating them effectively to create more modular and maintainable code.
- I have expanded my proficiency in collaborative tools such as Git, strengthening my ability to work effectively within a team-oriented environment.
- Throughout my experience, I have consistently prioritized effective teamwork and collaboration. I believe in the importance of maintaining high-quality work standards across all team.
- Furthermore, I developed the capacity to swiftly grasp and excel at tasks related to tools and services that I had never encountered previously,

Federal Institute of Education, Science and Tech
Imperatriz, MA
Postgraduate:
IT in Education
2024

Federal Institute of Education, Science and Tech
Imperatriz, MA
Bachelor of Science:
Computer Science
2023

Federal Institute of Education, Science and Tech
Brazil
Initial and Continuing Training: Game Development
2021

underlining my adaptability and ability to learn quickly in dynamic work environments.
• After acquiring proficiency in new technologies, I actively contributed to the documentation process and played a role in educating other teams, sharing my knowledge and promoting knowledge transfer within the organization.
Worked mostly on developing: [Dananeer](#)

Game Developer

Ilidam Studios | Imperatriz, Maranhão, Brazil | Sep 2022 - Current

- I am responsible for the development and implementation of core game mechanics, user interface (UI), animations, and overall game design using game engines such as Unity (C#) and Unreal Engine (C++). • Additionally, I have experience in working on online integration using Firebase, netcode, relay, lobbies, and other cloud services for multiplayer experiences.
- I am also responsible for staying updated on industry trends and emerging technologies, aiming for continuous improvement in game production.
- Furthermore, I have published 3 games on [Google Play](#) and 10 games on [itch.io](#). Currently, I am working on a PC game being developed in Unreal Engine.

Game Developer

Federal Institute of Education, Science and Tech | Imperatriz, Maranhão, Brazil | Dec 2021 - Aug 2022

- I utilized Unity (C#) to develop the core gameplay mechanics, user interface (UI), animations, and overall game design for CSPF, a 2D educational card game developed as part of IFMA's Games Factory project.
- The game has since been successfully launched and is available for play on [Google Play](#).

Certifications

- Unreal Engine 5 C++ Multiplayer Shooter - Udemy
- Unity Create With VR - Unity
- Complete Game Development Course - Danki Code
- Unity from Zero to Professional - Danki Code
- Unreal Engine VR Development Fundamentals - Udemy
- Unity Create With Code - Unity

Languages

Portuguese: First Language

English: C2 Spanish: B1

Proficient Intermediate