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ERIC  MARINHO |  |  | | --- | --- | --- | --- |  |  | *Contact*  Imperatriz, 65900-630, Brazil  ericmarinhoda@gmail.com  +5599982239842    *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  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 |  |  | *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, 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](https://play.google.com/store/apps/details?id=com.Dananeer.Dananeer&pcampaignid=web_share)    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](https://play.google.com/store/apps/dev?id=7388088919781492539) and 10 games on [itch.io](https://ilidam.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](https://play.google.com/store/apps/details?id=com.IlidamStudios.CSPF).    *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    Proficient |  | Spanish: B1    Intermediate | |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | |
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