Marcelo Ferreira Ricoy De Moro

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Resume

A skilled gameplay and system programmer with experience in the game development industry. Worked on projects with a multidisciplinary team to design and implement engaging gameplay mechanics and systems. Experienced creating immersive visuals and effectively convey messages through gameplay

Experience

Gameplay and system programmer: Vampire Hunter

Gamecraft Studios

- Served as a gameplay and system programmer for the game Vampire Hunter at Gamecraft Studios.
- Collaborated with a multidisciplinary team to develop and implement engaging gameplay mechanics and systems.
- Designed and implemented core gameplay features, contributing to the overall player experience.
- Utilized programming skills to optimize game performance and ensure smooth gameplay.
- Worked closely with artists and designers to integrate assets and create a cohesive game experience.
- Participated in bug fixing and troubleshooting, ensuring a high-quality and polished final product.
- Actively contributed to team discussions and brainstorming sessions, providing valuable insights and ideas.
- Demonstrated strong problem-solving skills and adaptability in a fast-paced game development environment.

Link: youtube.com/watch?v=tptqdpDqhwg

Scientific initiation: Complete Development of the game Santa Cruz Steel.

CEFET-MG

- Developed the game "Santa Cruz Steel" as part of a scientific initiation program at CEFET-MG, aiming to raise awareness about the violence caused by drug trafficking in the Vale do Aço region, Minas Gerais.
- Collaborated with a multidisciplinary team to design and implement a shooting/platform game that effectively conveyed the message of denouncing violence.
- Utilized programming skills to create engaging gameplay mechanics and immersive visuals, enhancing the overall player experience.
- Implemented innovative features and mechanics that effectively communicated the game's message, resulting in positive feedback and engagement from players.
- Maintained consistent communication with team members, ensuring a collaborative and cohesive development process.
- Conducted rigorous testing and debugging to ensure the game's functionality and performance met high standards.
- Documented the development process, including design decisions, challenges faced, and solutions implemented, facilitating knowledge transfer and future improvements.

Link: https://youtu.be/watch?v=-BtqPQJDGIE

Programmer and Project Manager

CommitJr

- Successfully managed and executed software development projects for Commit Jr, a junior company offering consulting and software development services.
- Led a team of programmers, coordinating their tasks and ensuring the timely delivery of high-quality software solutions.
- Developed and implemented efficient coding practices, resulting in improved productivity and code quality.
- Utilized project management methodologies to track progress, manage resources, and meet project deadlines.
- Actively participated in the development and testing of software applications, ensuring adherence to project specifications and client expectations.
- Maintained clear and effective communication with clients and team members, facilitating smooth project execution and client satisfaction.
- Proofread all project documentation and deliverables, ensuring accuracy and professionalism.

Project: https://play.google.com/store/apps/details?id=com.commitjr.Bubble

Extension Project : Digitize the game "Quinteto Fantástico"
CEFET-MG

- Led the digitization project of the board game "Quinteto Fantástico" at CEFET-MG, transforming it into an interactive and engaging tool for health education.
- Collaborated with a multidisciplinary team to develop a user-friendly and visually appealing digital version of the game, ensuring its accessibility to a wider audience.
- Incorporated reliable health information into the game mechanics, promoting accurate and evidence-based knowledge dissemination.
- Conducted extensive playtesting and user feedback sessions to refine and improve the game's functionality and educational impact.
- Ensured the game's language and instructions were easily understandable by players of all ages and backgrounds, avoiding technical jargon.
- Proofread all game materials and documentation, ensuring accuracy, clarity, and error-free presentation.
- Successfully promoted the digitized game as a valuable tool for health education, contributing to its widespread adoption and positive impact on the target audience.

Education

Bachelor's Degree in Computer Engineering
CEFET-MG

Skills

- Knowledge of Java, C and C#Experience
- Experience in using the shader graph tool and shaders in general
- Extensive knowledge of the Agile Development Methodology (Scrum) and Jira,Notion and Trello tool
- Experience in using Version Control tools (GitHub, TortoiseSVN)
- Implemented programming patterns to optimize code structure and improve software performance, resulting in more efficient and maintainable applications.
- Advanced English

Portfolio

Link to portfolio: https://marceloricoy.github.io/gamedevportfolio/#