



# Marcelo Ferreira Ricoy De Moro

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## Resume

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Game Programmer with 5 years of experience developing gameplay systems, AI behavior, and tools in Unity and Unreal Engine 5. Strong background in C#, C++, performance optimization, and scalable gameplay architecture.

## Experience

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### Unity Gameplay and System Programmer: Vampire Hunter

Gamecraft Studios

- Implemented all the enemies, bosses, items, characters and more than 60 weapons.
- Programed the in game shop, permanent upgrades, skill tree and all game modifiers.
- Integrated the game analytics devtodev with full SQL support, identifying errors and hackers.
- Worked with the artists and animators to organize the implementation of new features
- Prototyped and organized the game rework that completely changed the game while on Early Access.
- Actively contributed to team discussions and brainstorming sessions, providing valuable insights and ideas.

Link: [https://store.steampowered.com/app/2206270/Vampire\\_Hunters/](https://store.steampowered.com/app/2206270/Vampire_Hunters/)

### Proprietary Engine Developer: Legends of You

Gamecraft Studios

- Worked on memory management systems in a proprietary game engine, including leak detection, allocation tracking, and performance optimization.
- Implemented a procedural Dungeon generation and a fluid simulation for fire vfx
- Programed on both the Engine and the gameplay using props and serialization.

Link: [https://store.steampowered.com/app/1644260/Legend\\_of\\_You/](https://store.steampowered.com/app/1644260/Legend_of_You/)

### Unreal Programmer: Corrupted Veil

DeadShot

- Developed using Unreal systems like GAS, Enhanced Input, EQS, Behaviour Tree, Gameplay Cues, Gameplay tags and Root Motion.
- Programed the multiplayer and all replication features
- Implemented the body dismemberment system

Link: <https://www.youtube.com/watch?v=Lx8i5Prj960>

## Education

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### Bachelor's Degree in Computer Engineering

CEFET-MG

## Skills

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- Engines: Unity (HDRP/URP, Shader Graph), Unreal Engine 5 (GAS, Enhanced Input, EQS, AI Perception)
- Programming: C#, C++, Blueprints, DOTS, Multithreading, Multiplayer
- Gameplay: combat logic, input systems, locomotion, root motion, animation graphs
- AI: Behavior Trees, crowd movement, pathfinding, EQS, group logic
- Tools: Git, Trello, Jira, Notion, Visual Studio, TortoiseSVN
- Advanced English

## Portfolio

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