Márcio Rosendo Filho

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Skills

- **Programming Languages & Concepts:** Unity C#, Go (Golang), object-oriented programming (OOP), clean code, debugging, optimization, and backward compatibility.
- **Game Development:** Systems programming, gameplay programming, UI development, input handling, animation systems, audio integration, ScriptableObjects, state machines, game feel, rapid prototyping, mobile development and multiplayer (Photon, WebSocket).
- **Workflow & Tools:** Git, GitHub, Docker, Google Cloud Platform (GCP), Cloudflare, Agile methodologies (Scrum), Jira, Trello.
- **Soft Skills:** Leadership, team coordination, effective communication, problem-solving, critical thinking, time management, adaptability.
- **Languages:** Portuguese (native), English (professional proficiency).

Game Projects

Game Programmer   🌐 *Idle Journey*   **04/2025 - 11/2025**

Unity (C#), Go, Docker, 3D Idle RPG Game

- *Worked as a Game Programmer on Idle Journey, a browser-based Idle RPG inspired by RuneScape. Implemented core systems such as modular inventory, collectible cards, enchantments, and seasonal event stores, all integrated with a Go-based server through WebSocket. Developed UI, systems and internal editor tools reused across multiple areas of the project, ensuring scalability, technical clarity, and fast delivery under tight deadlines. Maintained direct communication with the technical mentor and the game's international community to prioritize improvements and production stability.*

Game Programmer   🎮 *Tape Us Out*   **08/2024 - 04/2026**

Unity (C#), Photon PUN, 3D Multiplayer Coop Game

- *Worked as a Game Programmer on Tape Us Out*, an online co-op puzzle game built around information asymmetry. Implemented multiplayer puzzle systems using Photon custom properties, role sync, and networked logic. Contributed to gameplay prototyping, level blockout, and UI functionality. Handled debugging, optimization, and bug fixing throughout development. Collaborated closely with designers and artists to ensure technical implementation aligned with gameplay and level design goals.

Producer/Programmer   🎮 *Echoes Of Suffering*   **02/2024 - 06/2024**

Unity (C#), 3D Psychological Escape Room Game

- Worked as Producer and Programmer on *Echoes of Suffering*, a 3D psychological horror escape room developed in Unity. Led project management tasks including team coordination, scope control, scheduling, task delegation, and documentation (GDD, narrative structure). As a programmer, implemented antagonist behavior systems and core gameplay interactions. Focused heavily on performance optimization and debugging to ensure a smooth and immersive experience. Facilitated sprint planning, team meetings, and milestone tracking, while collaborating closely with 3D artists and narrative designers to align technical execution with creative direction.

Game Programmer   🎮 *I Bet'a Test*   **08/2023 - 12/2023**

Unity (C#), 2D Puzzle Game

- Worked as a Game Programmer on *I Bet'a Test*, a 2D puzzle game developed in Unity with a metalinguistic narrative. Developed and maintained all core gameplay systems, implementing custom puzzle logic for each level using interfaces and the Singleton pattern to manage game state and interaction flow. Integrated the "Fungus" plugin to support dynamic dialogue and voice-over systems, allowing the narrator to respond contextually to player actions. Collaborated closely with designers and artists, using GitHub and Trello.

Education

Digital Games   Faculdade Méliès   **02/2022 - 06/2025**

- Technology Degree in Digital Games.

Complete English Course   CCAA   **02/2009 - 12/2020**

- Achieved advanced proficiency after completing the full CCAA curriculum, from Kids to Master's Degree level.

Others

- **Tape Us Out Gamescom LATAM 2025**: Game selected to be exhibited at **Gamescom LATAM 2025** (Student Panorama). **(05/2025)**
- **Atonia showcased at BGS 2024**: Game featured at **Brasil Game Show 2024**, one of the largest gaming events in Latin America. **(10/2024)**
- **Speaker at Campus Party Nordeste 2024**: Delivered a talk on "*Scope, Time, and Burnout Analysis: How to Maintain Balance*", discussing the importance of clear project scope, agile workflows, and sustainable development practices in the game industry. **(09/2024)**