

Marielle Fidelis

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Portfolio: miius.github.io/portfolio/ · LinkedIn: linkedin.com/in/marielle-game-dev

Professional Summary

Unity Developer with 3+ years of experience delivering games for PC, mobile, and web using Unity and C#. Strong background in UI/UX design and implementation, with a focus on enhancing player experience. Currently pursuing a postgraduate degree in UX Engineering. Experienced in agile workflows and cross-functional collaboration.

Technical Skills

- Unity (2D & 3D) · C# Programming
- UI Systems & Animation · UX for Games
- Optimization for PC, Web & Mobile (multi-resolution)
- HTML, CSS, JavaScript (basic, improving)
- English: Intermediate (B1/B2, improving)

Professional Experience

Mid-Level Unity Developer – Aioros Studios

April 2022 – Present / Belo Horizonte, Brazil

- Developed interactive and educational games for PC, mobile, and web using Unity and C#.
- Designed and implemented responsive game interfaces, applying UX principles and conducting playtests.
- Collaborated with designers, artists, and producers in agile sprints.

Game Development Intern – Minas Educa / Edutec

August 2021 – April 2022 / Belo Horizonte, Brazil

- Built educational games using Construct 3, covering planning, design, development, and testing.

Technical Support Intern – Construsite Brasil

April 2021 – August 2021 / Belo Horizonte, Brazil

- Provided customer and technical support for web platforms.

Education

Postgraduate in UX Engineering

PUC Minas – *March 2025 to September 2026 (ongoing)*

Bachelor's in Digital Games
PUC Minas – 2021 to 2024 (completed)

Game Projects

Transitando Legal Digital

Educational game developed at Aioros Studios for a Brazilian public institution. *Released in May 2023 (Android & iOS).*

Hooked

Casual PvP game with hook mechanics. Graduation final project in 2024. Responsible for all UI/UX design and implementation.

mamacabra.itch.io/hooked

Blockar

Simulation game focused on building and testing cars. Developed in 2022. Responsible for all UI/UX design and implementation.

mamacabra.itch.io/blockar

Chaotic Sea

Turn-based card RPG game. Developed in 2023.

mamacabra.itch.io/chaoticsea

Additional Strengths

Creative problem-solver · Detail-oriented · Strong communicator · Collaborative mindset · Fast learner