

# Marielle Fidelis

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Portfolio: [miius.github.io/portfolio/](https://miius.github.io/portfolio/) · LinkedIn: [linkedin.com/in/marielle-game-dev](https://linkedin.com/in/marielle-game-dev)

## Professional Summary

Unity Developer with over 3 years of experience creating games for PC, mobile, and web using C# and Unity. Currently pursuing a postgraduate degree in UX Engineering to enhance user experience in games. Also familiar with front-end fundamentals such as HTML, CSS, and JavaScript.

## Technical Skills

- Unity (2D & 3D) · C# Programming
- UI Systems · UI Animation
- Optimization for PC, Web, and Mobile with multi-resolution support
- UX principles applied to game experiences
- HTML, CSS, and JavaScript (improving)
- Intermediate English (improving)

## Professional Experience

Mid-Level Unity Developer – Aioros Studios

*April 2022 – Present | Belo Horizonte, Brazil*

- Development of interactive and educational games using Unity and C#.
- Contributed to the design and implementation of game features with a focus on player experience.
- Designed and developed responsive and interactive interfaces, participating in UX testing.
- Collaborated with multidisciplinary teams using agile methodologies.

Game Development Intern – Minas Educa / Edutec

*August 2021 – April 2022 | Belo Horizonte, Brazil*

- Developed educational games using Construct 3.
- Participated in all stages of game development: planning, design, development, and testing.

Technical Support Intern – Construsite Brasil

*April 2021 – August 2021 | Belo Horizonte, Brazil*

- Provided customer service and technical support for website creation.

## 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](https://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](https://mamacabra.itch.io/blockar)

Chaotic Sea

Turn-based card RPG game. Developed in 2023.

[mamacabra.itch.io/chaoticsea](https://mamacabra.itch.io/chaoticsea)

## Soft Skills

- Creative and proactive
- Detail-oriented and organized
- Strong communication skills
- Teamwork and collaborative mindset
- Fast learner, always evolving