



Marielle Fidelis

Unity Game Developer
UX & Game Feel

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Professional Summary

Unity Developer with 4 years of experience in game development, working in a generalist role from prototyping to final delivery.

I have a strong focus on user experience, game feel, and polish, working with UI animations, visual feedback, and intuitive interactions.

Languages

- Portuguese (native)
- English (conversational)

Technical Skills

- Unity (2D/3D)
- C#
- UX for games
- Game feel & juice
- UI animations
- GDD / GDR
- Git version control
- HTML, CSS, JavaScript

Professional Experience

Mid-Level Unity Developer

Aioros Studios, April 2022 – Present / Belo Horizonte, Brazil

I work on the development of interactive and educational games for PC, mobile, and web platforms. I have participated in over 30 projects, developing gameplay, integrating art assets, implementing UI/UX, animations, and game feel, as well as performing testing and generating builds.

Among the highlights, Transitando Legal Digital received the ELAN Award and the “Teacher Recommended” badge on Google Play.

Game Development Intern

Minas Educa, August 2021 – April 2022 / Belo Horizonte, Brazil

I worked on the development of educational games using Construct 3, carrying out the full implementation of projects based on predefined documentation and art assets. I was responsible for integrating assets, implementing game logic, animations, and performing functional testing.

Technical Support Intern

Construsite Brasil, April 2021 – August 2021 / Belo Horizonte, Brazil

I worked with technical support and customer service for web platforms, assisting with website delivery, providing guidance on tool usage, and resolving technical questions, while maintaining direct communication with clients.

Relevant Projects

Transitando Legal Digital

*Educational game – Aioros Studios
Released in May 2023 / Android & iOS*

An educational game focused on urban mobility and traffic safety, developed for a Brazilian public institution. The game combines a digital board, minigames, and interactive challenges to teach good traffic practices in an accessible and playful way.

I worked from the initial prototyping phase through final delivery, being responsible for full gameplay development, art implementation, creation of minigames, board logic, testing, polish, and build generation for release.

The project won the Élan Award 2024 (Game category), one of the main awards in the Brazilian advertising market, standing out for its educational impact and social relevance. In addition, it received the “Teacher Recommended” app certification on Google Play.

Hooked

Casual PvP game, Final Graduation Project, 2024
store.steampowered.com/app/3997950/Hooked/

A competitive casual game focused on hook-based mechanics and fast-paced matches.

I worked on the complete UI/UX design and implementation, from wireframes and prototypes to the final in-game interface. I also worked on creating visual feedback and UI animations, and contributed to the project documentation.

Blockar

Simulation game, 2022
<https://mamacabra.itch.io/blockar>

A simulation game focused on vehicle building and testing. I was responsible for the complete UI/UX design and implementation, working from the creation of wireframes and prototypes through to the final interface integrated into the game.

I worked on game feel, implemented VFX and visual feedback, and also contributed to system documentation.

Education

Postgraduate Degree in UX Engineering (in progress)

PUC Minas, April 2025 – September 2026

Program focused on UX, UX Design, and UX Thinking, with an emphasis on user-centered design, usability, and front-end fundamentals (HTML, CSS, and JavaScript).

Bachelor's Degree in Digital Games

PUC Minas, 2021 – 2024 (completed)

Comprehensive education in game development, from concept to implementation, with a focus on object-oriented programming, game design, gameplay systems, and art fundamentals for games.

Recognition

Stellantis Education Award

Stellantis - 2025

Recognition granted by Stellantis for academic performance and excellence in grades during the Digital Games undergraduate program.