



CONTACT



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SKILLS

Unity Engine | Photon

Unreal Engine

VR | SteamVR | PSVR |
Meta | PICO | QIYU

AR | Vuforia

Mobile | ARCORE | ARKIT

Jetbrains Rider

C# | C | C++ | Java |
Python | Javascript

RENAN MARCELO

SENIOR GAME DEVELOPER

ACADEMIC EDUCATION

FACENS

Digital Games Technologist | 2017 - 2019

PROFESSIONAL EXPERIENCE

VRMonkey | VR Game Developer Senior

August 2020 - Present

- Game development focused on Virtual Reality utilizing Unity Engine
- Maintenance of authored games and ports published on PSVR, STeamVR, Meta Quest, Pico and QIYU platforms

Lunic Games | Game Developer Senior

January 2022 - Present

- Development of Star Strikers: Galactic Soccer, an online multiplayer platform game made on Unity Engine

LIGA | Game Developer

June 2018 - August 2020

- Development of Industrial Projects for Virtual Reality and Augmented Reality using Unity Engine
- Participation in Serious Games and Mobile Games projects

LANGUAGES

Portuguese | Native
English | Advanced