CONTACT

📍 São Paulo, Brazil

✉️ renanmarcelodev@gmail.com

💻 www.renanmarcelodev.com

💼 www.linkedin.com/in/renanmarcelodev

LANGUAGES

Portuguese | Native

English | Advanced

SKILLS

Unity Engine | Shaders | Tests | Photon

Unreal Engine

VR | SteamVR | PSVR family | Meta family | PICO family | QIYU | Lenovo

AR | Vuforia | ARFoundation

Mobile | ARCORE | ARKIT

GIT | Perforce

Jetbrains Rider

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

Jenkins

Devnet | Publish | Patches | AC

RENAN MARCELO

SENIOR GAME DEVELOPER

ACADEMIC EDUCATION

FACENS
Digital Games Technologist | January 2017 - June 2019

PROFESSIONAL Experience

VRMonkey | Lead VR Game Developer
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, QIYU and Lenovo platforms
- Initiated and developed the entire Jenkins system from scratch, managing its ongoing maintenance and ensuring its consistent reliability and efficiency
- Implemented test automation and build automation for Unity Engine and Unreal Engine projects, enhancing workflow efficiency and project consistency
- Refined and enhanced shaders for both the new and legacy Unity Engine systems, ensuring optimal performance and compatibility
- Participated in client meetings to discuss technical solutions and collaborated with the client's end.

Lunic Games | Lead Game Developer
January 2022 - January 2023

- Development of Star Strikers: Galactic Soccer, an online multiplayer platform game made on Unity Engine
- Led a team of programmers and ensured quality assurance standards were met.
- Participated in client meetings to discuss technical solutions and collaborated with the client's end.

LIGA | Mid-Level VR & AR 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