

VALENCO GUELERE E SILVA

Game Developer | Gameplay Programmer | Unity (C#) & Unreal (C++)

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SUMMARY

Enthusiastic and dedicated game developer with a passion for creating immersive gaming experiences seeking first internship opportunity Currently I am studying Game Development at Full Sail University, where I am improving my skills in programming and game design.

EXPERIENCE

Title

Company Name

Date period Location

- Highlight your accomplishments, using numbers if possible.

Role

Company Name

06/2019 - Present Location

- bullet point about

Gameplay Programmer(EXAMPLE)

PlayTech Studios

09/2014 - 12/2016 Houston, Texas

- Crafted new game mechanics for an upcoming RPG title, which increased projected player retention by 35%.
- Optimized existing codebase leading to a 40% reduction in memory usage and smoother gameplay experience.
- Collaborated with artists to implement a dynamic weather system, greatly enhancing game atmosphere and depth.
- Conducted rigorous game testing, identifying and resolving over 100 critical bugs prior to the beta release.

EDUCATION

Game Development (Bachelor of Science)

Full Sail University, EUA

05/2024 - 05/2026 Winter Garden,Florida

Degree and Field of Study

School or University

Date period Location

LANGUAGES

Portuguese

Native



Spanish

Advanced



English

Proficient



PROJECTS

Project Name1

Short Summary

GitHub Link

Project Name2

Short Summary

GitHub Link

SKILLS

Languages

C#

C++

Engines

Unity

Unreal Engine

Tools

Git

GitHub

Visual Studio

Jira

Trello

Specializations

Data Structures & Algorithms

Engine Development

Gameplay Programming

Game Networking

Artificial Intelligence

Designer Pattern