

Valenco Guelere e Silva

Gameplay Programmer

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SUMMARY

Enthusiastic and dedicated game developer with a passion for creating immersive gaming experiences and AI 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

Prompt Engineer/Gameplay Programmer - DJDE 📍 Rio de Janeiro, Brazil
05/2023-02/2025

Prototyping a 3D tic-tac-toe game in Unity/C# developed 100% with support from ChatGPT-4, with a focus on mastering prompt engineering, accelerating iterations and documenting technical decisions.

- Prompt engineering (GPT-4): I developed effective prompts, reviewed and adapted the code suggested by the AI, documented decisions and integrated the solutions into the Unity project.
- Gameplay: I implemented the turn loop, movement validation, win/draw check and power-up system entirely in C#.
- UI/UX: created menus, HUD and visual feedback, connecting UI events to the game state
- Integration & Quality: organized scenes/prefabs, standardized scripts, reviewed PRs and ensured stable builds for testing.

Unity • C# • ChatGPT/GPT-4 • Excel • Git/GitHub • Discord • Google Meet • Canva • Google Docs

PROJECTS

Tic Tac Toe 3D — Team Study Project

- 3D tic-tac-toe with UI/HUD, persistent scoreboard, power-ups and local multiplayer mode.
- Responsible for orchestrating the project in Unity, creating prompts (GPT-4) and reviewing/checking the generated code, ensuring consistency and quality.
- Team collaboration with clear communication, division of tasks, checkpoints and code reviews (Git/GitHub Issues/PRs).
- **Link:**

Unity • C# • ChatGPT/GPT-4 • UI (Canvas) • Git/GitHub • Excel • Discord

Fall'n blocks — Academic Team Project

- Tetris-like 3D with Vulkan and ECS/entt; menus/HUD via ImGui.
- Responsible for the level system with speed increase, score limits, score reset and color palette per level; HUD with score/high score/level.
- Integration of gameplay + UI and Vulkan pipeline as a team, with division of tasks, code reviews and coordinated deadlines.
- **Link:**

C++ • Vulkan • ECS (entt) • ImGui • Visual Studio 2022 • Git/GitHub • Jira • Excel

Fulture

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EDUCATION

B.S. in Game Development — Full Sail University (USA)

May 2024 – Mar 2026

Coursework: Computer Graphics, Software Engineering, Data Structures, C/C++, Unity/Unreal, Math for Games.

SKILLS

- **Languages:** C#, C++, Blueprint, SQL
- **Engines:** Unity, Unreal Engine
- **Tools:** Git, GitHub, Visual Studio, Jira, Trello, Photoshop, MySQL, ChatGPT
- **Soft Skills:** Strong communication, Team leadership, Time management

PERSONAL INFORMATION

I love getting to know cultures and learning languages — my dream is to travel across Europe exploring new realities. I'm a sports fan (I watch and play football, basketball and volleyball) and my biggest passion is astronomy. In my free time, I like cycling and playing the guitar.

LANGUAGES

- **Portuguese:** Native
- **English:** Fluent
- **Spain:** Advanced
- **Italian:** Advanced
- **Norwegian:** Basic