

Valenco Guelere e Silva

Gameplay Programmer

+55 (11)99916-1323

<https://valencosilva.github.io/Portfolio/#home>

Sao Paulo, SP

valencosilva.gamedev@gmail.com

[linkedin.com/in/valenco-guelere-e-silva-61243b23a](https://www.linkedin.com/in/valenco-guelere-e-silva-61243b23a)

SUMMARY

Enthusiastic and dedicated Game Developer with a strong interest in Gameplay Programming and Game AI, seeking a first internship opportunity. Currently completing a bachelor's degree in Game Development at Full Sail University, with two years of study on campus and currently completing the last 3 months of the online course. Experienced in hands-on projects focused on programming, game design, and systems development.

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: <https://github.com/ValencoSilva/TicTacToe3D>

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: https://github.com/ValencoSilva/FallingBlocks_Vulkan

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

Procedural Maze Generator — Personal Project

- Procedural maze generation using grid-based systems and configurable seed (fixed or random).
- Implementation and comparison of pathfinding algorithms (A*, BFS, DFS) applied to AI navigation.
- I created an in-game UI to configure the maze size, AI algorithm, and propagation before runtime
- Visual debugging tools for path visualization and performance timing
- Link: <https://github.com/ValencoSilva/procedural-maze-pathfinding>

Unity • C# • Vulkan • Procedural Generation • Pathfinding AI

Robocode AI Battle Bot —

- Participated in a class AI robot battle competition, achieving 1st place.
- AI-controlled robot developed in Java using the Robocode framework.
- Implemented predictive targeting, movement patterns, and adaptive firing logic to improve hit accuracy and survivability.
- Link: <https://github.com/ValencoSilva/robocode>

Java • IntelliJ IDEA • AI Behavior • Robocode • Geometry and vector math

EDUCATION

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

May 2024 – May 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:** Advanced
- **Spain:** Intermediate