

# ANA LETÍCIA CHAVES NEIVA

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Mariana - MG, Brazil

## SUMMARY

I am a highly skilled Unreal Engine developer with 4 years of experience. My expertise lies in designing and developing user interfaces. I have a strong ability to collaborate with cross-functional teams and consistently deliver high-quality work within tight deadlines.

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## SKILLS

- Unreal Engine
- Photoshop, Figma
- Blender, Maya
- GitHub, Perforce, Plastic SCM
- Jira, Click Up, Trello
- CSS, HTML, PHP, C/C++(Basic)
- Confluence, Azure, Notion

### Language

- Portuguese(Native)
- English(Fluent)

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## EXPERIENCE

**UX/UI Artist** / Contract– Combat Waffle

06/2023 – Current

- Developing user interface to the game [Ghosts of Tabor](#).

**Unreal Developer** / Contract– Polker

01/2023 – 09/2023

- Developing user interface for a poker game [Polker](#).

**Junior Unreal Developer** / Freelance– RealWorld One

03/2022 – 11/2022

- Developed multiplayer VR trainings in the pharmaceutical industry

**Programmer** / Contract – Nobre Lobo Studio

02/2021 – 04/2022

- Optimized and developed the user interface, including Main Menu, Inventory System, Character Customization, Quest System, Skill Tree, Shortcuts and general UI elements for the RPG game [Kalyskah](#). Integrated interactions for gamepad controller.

**Programmer / Freelancer** – RetroRave LLC Studio

09/2021 – 12/2021

- Developed and optimized the user interface, including Main menu, Map and Character Selection, Weapon crafting and general UI elements for the third-person zombie shooter [Floodgates](#). Integrated interactions for gamepad controller.

**Game Developer** / Self Employed

09/2019 – 02/2021

- Developed personal projects, including "[Naufrago](#)" (a survival game), "[Pirate's Attack](#)," (a tower defense game), "[Joe'sChristmas](#)" (a story-telling puzzle game), and "[Elemental Worlds](#)" (a 3D puzzle game).

<b>Freelance Graphic Designer</b> / Graphic Designer Freelancer – Mariana -MG	03/2018 – 02/2021
• Designed twitch channel layouts, logos, and emotes and general elements	
<b>Programming Intern</b> / NTI - Universidade Federal De Ouro Preto – Ouro Preto -MG	12/2015 – 01/2018
• Utilized <a href="#">OpenSchoolar</a> , a Harvard tool, to create websites	
<b>Web Programmer</b> / IBDFAM – Instituto Brasileiro de Direito de Família – Belo Horizonte – MG	11/2014 – 02/2015
• Developed Congress websites and implemented features using CodeIgniter framework.	
<b>Programming Intern</b> / IBDFAM – Instituto Brasileiro de Direito de Família – Belo Horizonte – MG	11/2013 -11/2014
• Developed various features for IBDFAM using CodeIgniter framework.	

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## Volunteer Experience

<b>Social Media Designer</b> / GAMing – Associação Mineira de Jogos Digitais 02/2021 – 07/2021
• Created social media posts as a volunteer for a Game Dev Association.

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## EDUCATION

### Saga School of Art

Course - Play Game  
2016 – 2019

### UFOP - Universidade Federal de Ouro Preto

Bachelor's degree, Computer Science (Incomplete)  
2015 – 2018

### IFMG - Campus Ouro Preto

Technician, Industrial Automation  
2010 – 2012