ANA LETÍCIA CHAVES NEIVA

alcneiva@gmail.com
+55 (31) 98925-2298
Mariana - MG, Brazil

Linkedin
Website
Behance

SUMMARY

Unreal Engine Developer specializing in UX/UI design for gaming, with experience in VR ,PC and Mobile development. Currently based in Brazil and fluent in English.

SKILLS

Tools: Unreal Engine 4 and 5, Photoshop, Figma, Blender, Maya
Management Tools: GitHub, Perforce, Plastic SCM, Jira, Click Up, Trello, Confluence, Azure, Notion
Programming languages: CSS, HTML, C/C++(Basic)
Languages: Portuguese(Native), English(Fluent)

EXPERIENCE

UX/UI Designer – Lightfury Games   09/2024 – current

- Designing intuitive and engaging user interfaces and experiences for a AAA game. Work closely with the design team, artists, and developers to create visually appealing and user-friendly interfaces that enhance the overall gaming experience.

UX/UI Artist – Combat Waffle   06/2023 – 03/2024

- Redesigned VR mobile UIs for "Ghosts of Tabor," resulting in a VR Game of the Year Award at VR Awards 2023.
- Used UMG for various game aspects and collaborated with interdisciplinary teams.
- Created wireframes and mockups using Figma.

Unreal Developer – Polker   01/2023 – 09/2023

- Designed and implemented UIs for "Polker" across multiple platforms.
- Collaborated with cross-functional teams and maintained design consistency.

Junior Unreal Developer – RealWorld One   03/2022 – 11/2022

- Developed VR training solutions using Unreal Engine.
- Collaborated with senior developers and contributed to project documentation.

Unreal Developer / Freelancer – RetroRave LLC Studio   09/2021 – 12/2021

- Developed and optimized UI elements for the game "Floodgates".
- Implemented interactions for gamepad controllers and conducted testing.

Unreal Developer / Freelancer – Nobre Lobo Studio   02/2021 – 04/2022

- Worked on the RPG game "Kalyskah", focusing on UI components and gamepad integration.
- Engaged in debugging and contributed to game mechanics development.

Unreal Developer / Self Employed   09/2019 – Current

- Developed multiple independent projects, including "Naufrago", "Pirate's Attack", "Joe's Christmas", "Elemental Worlds", "Pixel Escape".

Graphic Designer / Freelancer   03/2018 – 02/2021

- Designed Twitch channel layouts, logos, and other graphic elements.

Programming Intern / NTI - Universidade Federal De Ouro Preto   12/2015 – 01/2018

- Developed and customized websites using [OpenSchoolar](#).

Web Programmer & Programming Intern / IBDFAM   11/2014 – 02/2015

- Contributed to the development and testing of website features using the CodeIgniter framework for [IBDFAM](#) platform.

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

VOLUNTEER EXPERIENCE

Social Media Designer / GAMing – Associação Mineira de Jogos Digitais   02/2021 – 07/2021