ANA LETÍCIA CHAVES NEIVA

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Mariana - MG, Brazil

SUMMARY

I am a highly skilled Unreal Engine developer with 5 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.

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)

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).

Freelance Graphic Designer / Graphic Designer Freelancer – Mariana -MG   03/2018 – 02/2021
• Designed twitch channel layouts, logos, and emotes and general elements

Programming Intern / NTI - Universidade Federal De Ouro Preto – Ouro Preto -MG   12/2015 – 01/2018
• Utilized [OpenSchoolar](#), a Harvard tool, to create websites

Web Programmer / IBDFAM – Instituto Brasileiro de Direito de Família – Belo Horizonte – MG   11/2014 – 02/2015
• Developed Congress websites and implemented features using CodeIgniter framework.

Programming Intern / IBDFAM – Instituto Brasileiro de Direito de Família – Belo Horizonte – MG   11/2013 -11/2014
• Developed various features for IBDFAM using CodeIgniter framework.

Volunteer Experience

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

• Created social media posts as a volunteer for a Game Dev Association.

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