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 developing user interfaces and prototyping features. 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 – Current
- Developing user interfaces 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 Uis 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 Uis for the third-person zombie shooter [Floodgates](#). Integrated interactions for gamepad controller.

Game Developer / Self Employed 09/2019 – 02/2021
- Developed personal games, including "[Naufrago](#)" (a survival game), "[Pirate's Attack,](#)" (a tower defense game), "[Joe's Christmas](#)" (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 channel identities, logos, and emotes for Twitch channels.

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

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