



# Antonio Marcos da Silva

Architect, game dev & programmer

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25 december, 1996   
Santa Catarina, Brazil



## Skills

Main: fast learning

### Levels

- ☐ Professional
- ☐ Advanced
- ☐ Intermediate
- ☐ Beginner

#### Coding

C# ☐ C++ ☐ HTML ☐ CSS ☐ PHP ☐ JavaScript ☐ Python ☐

#### Software

Game Engines ☐ Version control and IDE ☐ CAD ☐  
Unreal ☐ Unity ☐ GIT ☐ Visual Studio ☐ VSCode ☐ AutoCAD ☐ ArchiCAD ☐

#### 3D Modeling and Rendering

Twinmotion ☐ Lumion ☐ Blender ☐ 3DS Max ☐ SketchUp ☐ V-Ray ☐

#### Video editing and 2D art

DaVinci Resolve ☐ Photoshop ☐ Krita ☐ Illustrator ☐ Inkscape ☐ InDesign ☐

#### Music and sound design

DefleMask ☐ Audacity ☐ Office ☐  
Word ☐ Excel ☐ Power Point ☐



## Education

#### Buildings

January 2014 - December 2015: Technician in Buildings - Serviço Nacional de Aprendizagem Industrial (SENAI)

#### Architecture and Urbanism

July 2015 - June 2020: Bachelor in Architecture and Urbanism - Centro Universitário Estácio de Santa Catarina

#### Systems Analysis and Development

January 2023 - Present: Degree in Systems Analysis and Development - Faculdade Municipal de Palhoça (FMP)



## Experience

#### Professional

##### Revisite Arquitetura

June 2020 - December 2021



Full time job as Architect. Design architectural, paisagism, hidrosanitary and electrical plans in CAD software, 3D modeling, 3D rendering, in-site measurements, construction monitoring, administrative activities and management.

July 2018 - June 2020

Internship in Architecture and Urbanism. Helping in design architectural, hidrosanitary and electrical plans in CAD software, 3D modeling, 3D rendering, in-site measurements and auxiliar administrative activities.



##### OcaBrasil Arquitetos

July 2014 - June 2017

Internship in Buildings/Architecture and Urbanism. Helping in design architectural, hidrosanitary and electrical plans in CAD software, 3D modeling, 3D rendering, in-site measurements and auxiliar administrative activities.



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JACKSON'S HOLLOW

January 2022 - October 2023



Jackson's Hollow is an endless runner game released for **Android** and **iOS** on october 2023 made by me since the **early concepts to the final release**. The game doesn't make use of any third party audio, 2D and 3D assets.

Softwares/skills used in the making of the game

C#

Unity

GIT

Visual Studio

Blender

Krita

Inkscape

DefleMask

Audacity

Excel

Store links



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