



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

