



Antonio Marcos da Silva

Architect, game dev & programmer

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25 december, 1996
Santa Catarina, Brazil



Skills

Main: fast learning

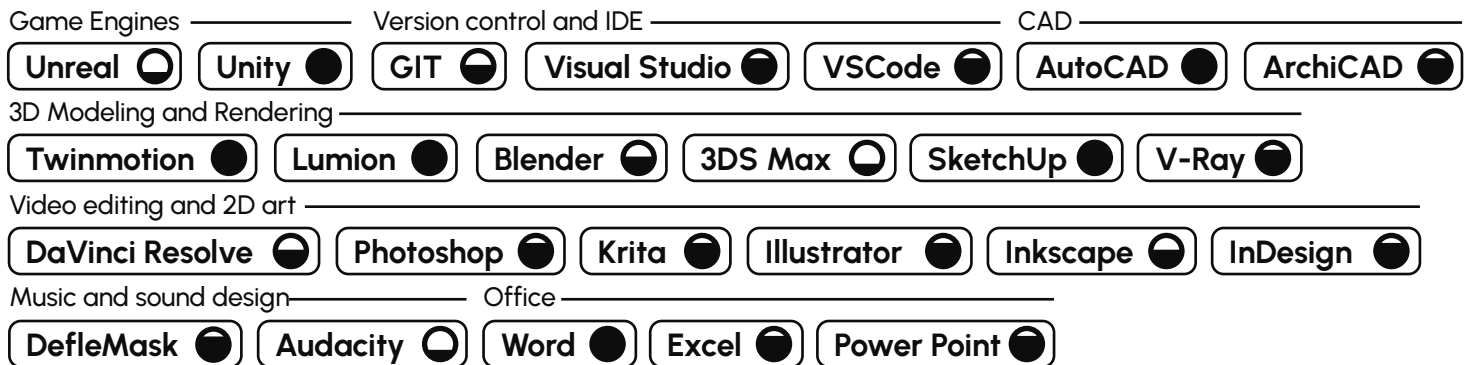
Levels

- Professional
- Advanced
- Intermediate
- Beginner

Coding



Software



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. I designed architectural, paisagism, hidrosanitary and electrical plans in CAD software. I developed interior and exterior buildings models and rendering in 3D. I took in-site measurements. I monitored constructions. I did administrative activities and management.

July 2018 - June 2020

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

OcaBrasil Arquitetos

July 2014 - June 2017



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

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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.

The experience

CONCEPT/PLANNING

I started planning the game in January 2022. The main idea was to make a Halloween themed game influenced by the 16-bit gaming era. It being an endless runner game, the mine-cart was introduced as a way of implementing movement and keeping the main character on a rail.

From this early concept, the rest of the game planning unfolded and it was documented as a Game Design Document (GDD).

CODING

With GDD ready, it was time for prototyping the gameplay mechanics. Using C# scripts in Unity, I made several versions of player movements, scenery generation and object interactivity. After many testing, the core gameplay basis was defined.

ART

My background as an Architect helped me a lot making the art of Jackson's Hollow, especially in 3D assets. The background has a lot of influence from the Super Scalers games, so I created many 2D assets for background as well for the interface.

The influence of classics was also present in the music. I composed the game music using a chiptune maker software configured for YM2612 soundchip, the same chip used in Sega Mega Drive (Genesis) game console.

Everything was made with Halloween theme in mind, from the colors to the shape of the collectibles.

MARKETING

After the combination between art, programming, visual composition in Unity and lots of testing, in October 2023, the game was ready to be shipped. But before that, I prepared the announcement to the public via social media. I made a page on Instagram for the game and uploaded images and videos teasing the game art and gameplay. The game was advertised in other pages as well with the intent of reaching even more people.

The game was released in time for 2023 Halloween on both Apple's App Store and Google's Play Store, but it is an ongoing experience, as I have plans to keep updating it with more seasonal content and even implementing new gameplay mechanics.

Making Jackson's Hollow was a great experience and I have evolved a lot as a professional as well as a person while making it.

Softwares/skills used in the making of the game



Store links

