



Antonio Marcos da Silva

Architect, game dev & programmer

antonio.marcosph@gmail.com



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

Unreal ○ Unity ● GIT ● Visual Studio ● VSCode ● AutoCAD ● ArchiCAD ●

Version control and IDE

CAD

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 ○ 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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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



Store links



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