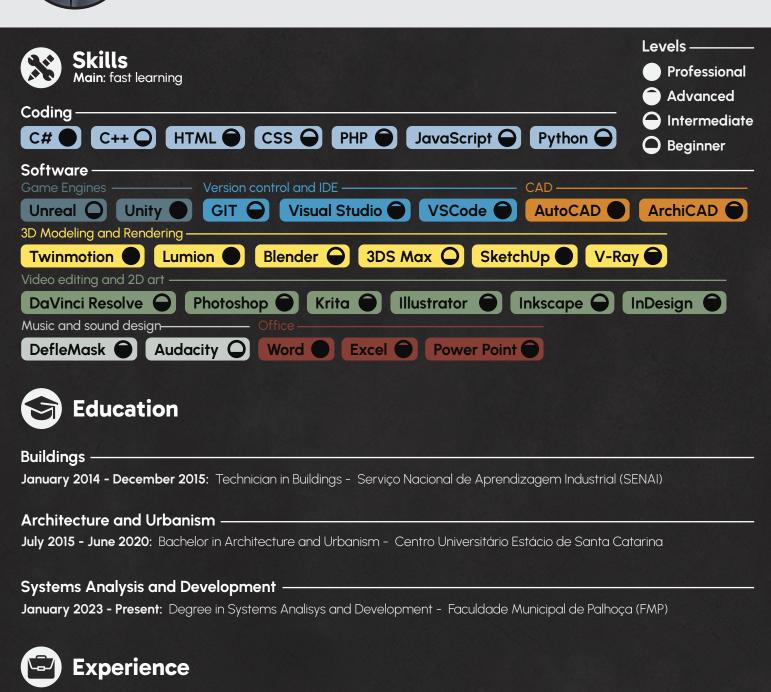


antonio.marcosph@gmail.com



25 december, 1996 Santa Catarina, Brazil



# 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.

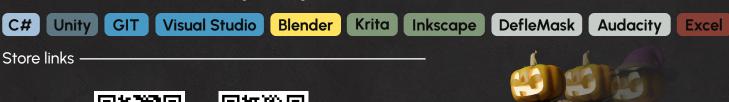
## Antonio Marcos da Silva -

Architect, game dev & programmer



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







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