CARLOS MENEZES CONCENCIO

GAME DEVELOPER

PERSONAL INFO

Porto Alegre, Brazil

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https://carlinhu.github.io

SKILLS

Interested

Organized

Team work

Communication

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PROFILE

With a solid 5-year foundation in game development, I bring focused expertise in Unreal Engine 5, C++, Unity 3D and C#. With a proven track record in AA and AAA projects, specialized skills in AI, Gunplay, Combat and Gameplay Programming. Eager to contribute to innovative projects, my strong communication skills, organizational abilities, and collaborative approach make me a valuable asset to any dynamic and forward-thinking team. I am enthusiastic about the prospect of leveraging my skills for impactful contributions to your projects.

PROFESSIONAL EXPERIENCE

Computer Science and Game Development Professor in Super Geeks, Porto Alegre, RS - Brazil

August 2019 – January 2021

Solo gameplay tools developer for Unity Asset Store

December 2020 – December 2023

Tech Artist at Blurb Labs Inc.

August 2021 – March 2022

VFX creator at Evonescent Studios

September 2021 – March 2022

Gameplay Programming Coordinator at Flux Games

November 2021 – December 2023

Lead Software Engineer at Big Moxi Studio (Current Position)

January 2024 – Now

FORMATION ACADEMIC

Bachelor degree of sciences and letters, Pedro II, Niterói, RJ – Brazil

January 2011 – December 2013

Incomplete – Graduation discontinued in 2017 in Mechanical Engineering, University Estácio de Sá, UNESA, Brazil.

January 2015 – December 2017

Graduated – Game Design, Uniritter, Porto Alegre, RS – Brazil

January 2017 – June 2020

EXTRACURRICULAR ACTIVITIES

Volunteer monitor in Programming at Uniritter, Porto Alegre, RS – Brazil

January 2018 – December 2018

Academic performance scholarship winner in Engineering and Informatics at Uniritter, Porto Alegre, RS – Brazil

July 2017 – July 2020