

Caue Ribeiro Marcovich da Silva

Unity Developer

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Game developer with 3 years of experience in the game industry working with Unity, and over 7 years in web development, specializing in backend technologies. Developing gameplay programming and game mechanics, with strong skills in C# and Unity scripting.

Work Experience

Unity Developer

Nov 2022 - Jul 2023

VRGlass

- Collaborated in refactoring the main metaverse project, transitioning from a monolithic structure to a modular architecture using Unity Packages, improving maintainability and allowing development teams to work independently.
- Developed an internal registry server using Verdaccio to manage library distribution, facilitating dependency integration and enhancing the workflow for new implementations in Unity projects.
- Collaborated in developing a sandbox tool for client-controlled 3D environment customization, utilizing JSON and cloud addressables for save/load functionality, allowing clients to easily personalize their environments.
- Contributed to optimizing minigames within the metaverse, resolving bugs and improving performance to enhance the user experience.

Unity Developer

Oct 2022 - Jan 2023

Lunic Games Entretenimento Ltda

- Implemented a championship system, character unlock animations and managed visual animations in the championship area.
- Worked on bug fixes for visual glitches, gameplay flow, and ensured game stability.
- Created technical documentation for the game's codebase, ensuring clarity and supporting future development efforts.

Unity Developer

Jun 2021 - May 2022

Crenix Games

- Developed core player mechanics, including movement and interactions with items and other characters.
- Created a dialogue system with text and voice-over integration, providing accessibility and supporting learning for children.
- Implemented collectibles, inventory, quest systems, and game progression.

.NET Developer

Jul 2018 - Oct 2021

MadeinWeb

- Collaborated on feature development across various systems using .NET Core, Entity Framework, and Azure Database, including two-factor authentication, donation systems, and an OCR-based donation receipt recognition system using Azure OCR.
- Supported the development of a hotel check-in system using .NET Core, Node.js, Azure Database, Oracle, UIPath, and Azure Face API for user authentication. Integrated self-service kiosks with card readers via TCP/IP.
- Developed the backend of an on-demand real estate services platform with .NET Core, .NET Identity, and Azure Database, supporting interaction between property owners and general service professionals.
- Contributed to the refactoring of a music streaming system, migrating from Node.js to .NET and MongoDB.

.NET Developer

Nov 2011 - May 2016

Level Up! Latam

- Contributed to the development of a new sales platform for a game using Angular.js and Node.js.
- Developed player account management and sales system functionalities using MVC5 (Razor) and T-SQL.
- Developed monitoring tools with Angular.js, Node.js, and MongoDB to track and report player errors.
- Developed internal tools with WebForms and T-SQL to assist other teams.

Core Skills

Languages: C#, Javascript, HTML/CSS, T-SQL, Python, GML

Game Development: Unity, C#, Gameplay Scripting, Editor Scripting (Unity)

Web Development: .NET Framework, .NET Core, Entity Framework, Cloud Services (Azure, AWS), Node.js

Version Control: Git, Github, Gitlab

Databases: SQLServer, Azure/AWS databases, PostgreSQL, MongoDB, Oracle

Education

Associate - Jogos Digitais

Dec 2020

Universidade Cruzeiro do Sul

Certificate Program - Informática Industrial

Dec 2010

SENAI - Fundação Zerenner

Languages

Portuguese - Fluent

English - Intermediate