

Caue Marcovich

Unity Developer



SUMMARY

I'm a game developer based in São Paulo, Brazil, working in the game industry for 2 years and as a web developer for 7 years.

I'm always up for a challenge, and looking for meaningful projects. If you have any question, please don't hesitate to contact me. I'm looking forward to hear from you.

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🌐 : in/caue-marcovich/

📁 : [portfolio](#)

👤 : [tallonic](#)

🐦 : [@tallonic](#)

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Experience

Nov 2022 – Jul 2023

Unity Developer at [VRGlass](#)

SUMMARY

Experience as a Unity Developer on [Virtual Town](#), a metaverse environment for B2B.

- Refactoring and modularization of the project
- Creation of an internal registry server for the company
- Enhancements in multiplayer minigames
- Creation of a sandbox environment for the customer

Oct 2022 – Jan 2023

Unity Developer at [Lunic Games Entretenimento Ltda](#)

SUMMARY

Experience as Unity Developer on the game [Star Strikers](#).

I was responsible for project *documentation* and the *championship system*.

- Documentation
- Championship system
- Bug fixes

Jun 2021 – May 2022

Unity Developer at [Crenix Games](#)

SUMMARY

Development of the game [As Aventuras do Capitão Algodão](#), which won the [Best Educational Game](#) award at [BIG Festival](#).

- Dialogue System (including text and voice acting)
- Quests
- Inventory
- Movement with Pathfinding
- UI (programming and minor adjustments only)
- 2 Puzzles

Jul 2018 – Oct 2021

.NET Developer at [MadeinWeb](#)

SUMMARY

Experience as a *Web Developer* with a focus on backend.

In the first 10 months, I was allocated to a client to refactor *VB* systems to *.NET*. Later, I worked in-house at MadeinWeb, contributing to several .NET projects.

Nov 2011 – May 2016

.NET Developer at [Level Up!](#)

SUMMARY

Experience as a *.Net Developer* on the company's internal tools and website.

I was also a part of a team with the goal of creating a sales platform in Brazil, now known as [Hype](#).



Awards



Best Educational Game
from Big Festival

SUMMARY

Awarded for the game [As Aventuras do Capitão Algodão](#) by [Crenix Games](#), which I collaborated as the main programmer. The jury consisted entirely of children from GRAAC.

Education



Jul 2018 – Jun 2020

Associate in Jogos Digitais
from Universidade Cruzeiro do Sul

Jan 2009 – Dec 2010

Certificate Program in Inf. Industrial
from SENAI - Fundação Zerrener

Skills



Unity :

2D UI Editor Scripting Addressables More...

.NET :

.Net Framework 3.5 – 8.0 .Net Core

Front End (HTML, CSS, JS + frameworks) :

HTML CSS JS (vanilla) JQuery Angular Vue

Relational Databases :

SQL MySQL Postgree Oracle

NoSQL :

MongoDB

Languages



Portuguese :

★★★

English :

★★☆