

Cae Marcovich

Game Developer



SUMMARY

I'm **Cae Marcovich**, a game programmer/developer from São Paulo, Brazil.

If you have any interest on my work, please, don't hesitate to contact me. I'm always looking for meaningful projects. :)

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Experience



Nov 2022 – Jul 2023

Unity Developer at [VRGlass](#)

SUMMARY

I worked 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

I worked as an *assistant programmer* 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

I worked as the *main programmer* on the game [The Adventures of Captain Cotton](#), which won the [Best Children's 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

I worked as a *web developer* and had a valuable experience with various projects at the company, with focus on backend development. In the first 10 months, I was allocated to a client to refactor VB systems to .NET.

Subsequently, I worked in-house at MadeinWeb, contributing to various .NET projects.

Nov 2011 – May 2016

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

SUMMARY

Initially, I worked as internal development support, and later, I started working as a *.NET Developer*. Ultimately, I was selected to be 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 collaborate as a main programmer. The jury consisted entirely of children from GRAAC.

Skills



Unity :



2D Editor Scripting Packages Addressables
UI More...

.NET :



.Net Framework 3.5+ .Net Core

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



HTML CSS JS (vanilla) Jquery Angular Vue

Relational Databases :



SQL MySQL Postgree Oracle

NoSQL :



MongoDB

Languages



Brazilian :



English :



Education



Jul 2018 – Jun 2020

Associate in Jogos Digitais

from Universidade Cruzeiro do Sul

Jan 2009 – Dec 2010

Certificate Program in Informática Industrial

from SENAI - Fundação Zerrenner

Interests



Games :

Metroidvania Management Tower Defense
Cooperative Games

Musics :

Game/Movie OST Rock Indie EDM

Movies :

Psychological Drama Fantasy Thriller
A lot of another types