

MARCELO DE BARROS BARBOSA

PROGRAMMER

Passionate programmer looking for professional experience to show his love for games. Also, Han shot first.

PROACTIVE | ORGANIZED | FRIENDLY | SOCIAL & COMMUNICATIVE



CONTACTS

- Portfolio
<https://marcelomesmo.github.io>
- GitHub
marcelomesmo
- Email
mcelobb@gmail.com

PROFESSIONAL SKILLS

- C++ Programming ●●●●●
Game development
- C# Programming ●●●●○
Game development
- Unity 3D ●●○○○
Game Tools & UI
- Construct 3 ●●●●●
Prototyping
- Java/Groovy ●●●○○
General programmer

LANGUAGE

- Portuguese Native
- English Fluent
- Spanish Intermediate

OTHER SKILLS

- Aseprite ●●○○○
Pixel art & Animation
- Photoshop ●●●○○
Graphic design
- Tattoo Artist ●○○○○
Apprentice at @SeppukuTTT
- Pizza Lover ●●●●●
It brings happiness!

EDUCATION

- 2012 Master in Computer Science
UFRN, Brazil
Project: EUPAT for WoW: an end-user programming assistance tool
- 2010 Bachelor in Computer Science
UFRN, Brazil
Project: A study of programmable interfaces in World of Warcraft

WORK EXPERIENCE

- 2016-present Game Programmer
Tapioca Game Studio
- 2015-present Adjunct Professor Game Development
Federal Institute of Rio Grande do Norte, Brazil
- 2015-2016 Undergraduate Course Coordinator
Federal Institute of Rio Grande do Norte, Brazil
- 2012-2015 Assistant Professor Information Technology
Federal Institute of Rio Grande do Norte, Brazil
- 2010 Junior Quality Assurance Tester
Information Technology Superintendence - UFRN, Brazil



GAMES & TOOLS

- 2018 Hekura
Dark Tarot of Memory
- 2017 MONSTERS! At my living room
Dr. BloodStrike
- 2015-2017 Reis
Game Engine (C++/SDL)
- 2016 MuSSE: SpriteSheet to XML
Dev Tool