Marcelo Vitor Toscan de Oliveira

Generalist Programmer

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PROFILE

Motivated and detail-oriented programmer with a strong foundation on C++ and C#. Proficient in debugging and problem-solving. Eager to learn and grow in a dynamic game creation environment and committed to staying up to date with emerging technologies.

EMPLOYEMENT HISTORY

Oct 2024 – Current   Generalist Programmer at The Nth Elyment   Cornwall, ON, Canada

- Collaborated with UI designers to develop in-game user interfaces in Unreal Engine 5 (C++), including a quest list UI and a selection interface that allows players to choose objects from a list, ensuring seamless integration with gameplay systems.
- Designed and implemented gameplay systems in Unreal Engine 5 (C++), including a node-based surface system with dynamic materials, a quest system, a dialog system, turn based combat system, and a realistic cleaning mechanic using render targets and decals to simulate surface cleaning.
- Authored and maintained technical documentation for gameplay systems and UI implementations, ensuring clarity for team members and future development.

Feb 2023 – Dec 2023   Peer Tutor at St. Lawrence College   Cornwall, ON, Canada

- Helped fellow students strengthen their understanding of programming concepts and improve their debugging skills, providing guidance on problem-solving techniques and best coding practices.

EDUCATION

Sep 2022 – May 2024   St. Lawrence College   Cornwall, ON
Game Programming Diploma