


Marcelo Toscan

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 Cornwall, ON

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Summary

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..

Technical Skills

Programming & API

- C
- C++
- C#
- JavaScript
- SDL
- Implemented UDP, TCP, server-client communication with C++, and Unity Networking with C#.
- Used SDL to make games such as Frogger and SIMON.

Game Engines

- Unity
- Unreal Engine 5
- Created a game for Game Jam called 'Size Shifter' from scratch using UE5 with C++.
- Worked as a general programmer in 'Redemption' for the Capstone project, focused on AI, UI, and Gameplay systems, using UE5 and C++.

Communication

- Taking on a lead Programmer role in the capstone project, guiding other programmers to understand Unreal Engine 5 better.

Teamwork

- Participated in Game Jam as a generalist programmer and assisted the designer for UI and animations.

Work History

Peer Tutor

St. Lawrence College

Feb 2023 – Dec 2023

Cornwall, ON

- Assisted other Game Programming students to understand concepts from their classes with explanations and examples.
- Helped tutees to debug codes and understand how to solve errors in programming.

Education

Game Programming Diploma

St. Lawrence College

Sept 2022 – April 2024

Cornwall, ON

- Studied Game development focused on C++, C# and Unity, participated in team projects that applied the concepts learned.
- Learned about API's including SDL and OpenGL and made games with them.