Marcelo Toscan

marcelo1112@live.com   Cornwall, ON
linkedin.com/in/marcelo-toscan   (+1) 613-870-1487
https://mac2648.github.io/portfolio/

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.

Summary of Qualifications

- Created games from scratch and expanded on already existing tutorials using Unreal Engine 5 with C++ scripting.
- Volunteered to work on an update of the app "South Dundas Tourism Pursuit" using Unity and C#.
- Helped tutees to debug code and understand how to solve errors in coding
- Took a leadership role in a group of 4 people, on a project to automate a mechanical arm that sorted boxes based on colors

Achievements

- In a 36 hours Game Jam, created game systems using C++ scripting in Unreal engine 5, including input, skills, UI, gameplay, and general systems and won second place in the Game Jam

Education

Game Programming   Sep. 2022 - Apr. 2024
St. Lawrence College   Cornwall, ON

- Studied Game development focused on C++, C# and Unity. Learned about API's including SDL and OpenGL.
- Took the role of lead programmer for the capstone project

Work History

Peer Tutor   Feb. 2023 - Current
St. Lawrence College   Cornwall, ON

- Helped other Game Programming students to understand concepts from their classes with explanations and examples.