Marcelo Toscan

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Summary

Motivated and detail-oriented programmer with a strong foundation in 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
- Phaser 3

➤ Created mini games such as 'Flappy Fish' and 'Jumping Knight' using Phaser 3 with JavaScript.

➤ Developed a game for Game Jam called 'Size Shifter' from scratch using Unreal Engine 5 with C++ scripting.

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 – Current
Cornwall, ON

- Assisted fellow Game Programming students to understand concepts from their classes with explanations and examples.

- Helped tutees in debugging code to better understand how to solve errors in programming.

Education

Game Programming Diploma
St. Lawrence College

Sept 2022 – Current
Cornwall, ON

- Studied game development focused on C++, C# and Unity, participated in team projects that applied the concepts learned and participated in a 36 hours Game Jam winning second place.

- Applied knowledge of APIs including SDL, OpenGL, and Phaser3 to create games, for example, frogger game, simon game, and flappy bird.