

Luiz Ricardo Fuly Silva

Cordeiro, RJ, Brazil

+55 (22) 99781-3580 | Iricardofs@gmail.com

Portfolio: [Itch.io](#) | [Unreal Engine Forum](#)

PROFESSIONAL SUMMARY

Results-driven Unreal Engine Developer with a basic foundation in C++ and strong in blueprints. Seeking to leverage skills in programming, logic, and creativity to build immersive gaming experiences. Experienced in technical translation and web design, bringing a unique blend of technical and creative abilities. A proactive and collaborative team player committed to delivering high-quality projects.

SKILLS

- Game Development: Unreal Engine (C++ & Blueprints), Game Design, Gameplay Logic
 - Programming: C++, HTML, CSS, JavaScript, Python
 - Languages: Portuguese (Native), English (Advanced - with technical translation experience)
 - Software: MS Office Suite
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GAME DEVELOPMENT PROJECTS

- Relic Hunters - Roguelike Game (In Development) | Unreal Engine
 - Slap Game - Party Game (In Development) | Unreal Engine
 - RPG Game Prototype - Learning Project | Unreal Engine
 - Platformer Game - Learning Project | Unreal Engine
 - Going UP - Only UP Clone Game | Unreal Engine
 - Map Selection Plugin - Editor Utility Plugin | Unreal Engine
 - Flappy Bird Clone - Flappy Bird Clone Game | Unity
 - Dino Run Clone - Google Dino Run Clone Game | Unreal Engine
 - [Obsidian Interaction - Unreal Engine Plugin](#)
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PROFESSIONAL EXPERIENCE

Cooler Master | Freelance

Translator (EN/PT-BR) & HTML Designer | Jan 2019 – May 2024

- Translated technical specification sheets and website content from English to Brazilian Portuguese, ensuring technical accuracy and cultural relevance.

- Developed and styled web pages using HTML, implementing responsive design best practices.

SCALT Soluções Editoriais | Freelance

E-book Designer | Jun 2022 – Oct 2022

- Designed and formatted digital publications (e-books), focusing on visual appeal and usability.

Casa & Vídeo | Full-Time

Store Associate | Mar 2015 – May 2016

- Provided customer service, managed product organization, and supported the sales floor environment.

Pettit Fabrik | Full-Time

Game Developer - Trainee | Jan 2025 - Now

- Developing Multiplayer and Single-player Gameplay Mechanics, Fixing Bugs, Programming UI, Implementing Assets, Implementing Sounds.
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EDUCATION & TRAINING

Relevant Coursework

- Unreal Engine 5 C++ The Ultimate Game Developer Course | Udemy
- Unreal Engine 5 - Gameplay Ability System - Top Down RPG | Udemy
- Unreal Engine 5 - Blueprint Essentials | YouTube
- Unreal Engine 5 C++ Multiplayer: Make An Online Co-op Game | Udemy
- Unreal Engine 5 C++: Advanced Action RPG | Udemy
- Beginning C++ Programming - From Beginner to Beyond | Udemy

High School Diploma

- CEAP, Colégio Antonio Peclly - Cordeiro-RJ, Brazil
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ADDITIONAL INFORMATION

- Available for remote or on-site opportunities.
- Passionate about learning new technologies related to game development.