

# Marcelo Soares

Game Developer

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[LinkedIn](#)

[Portfolio](#)

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## Professional Summary

Recent graduate in Game Development with a strong foundation in Unity 3D and C#. Possesses 8 years of experience in software development for top companies in Brazil, the USA, and Canada. Skilled in working with international teams, managing projects from inception to delivery, and utilizing game engines and programming languages to create immersive and interactive experiences. Eager to apply technical expertise and project management skills in a Game Developer role. Demonstrates proficiency in AI integration, game mechanics design, and project management, with a demo reel available at [ramos3d.com](http://ramos3d.com).

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## Technical Skills

### Programming Languages:

- C#, Java, C++, Python, PHP

### Game Development:

- Unity 3D, Game Design, AI Integration

### Frameworks and Tools:

- .NET MVC, Blender 3D, Photoshop, MySQL, jQuery, GitHub, Docker, AWS, AJAX

### Other Technologies:

- SQL Server, RESTful APIs, AI, Shell Script
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## Professional Experience

## **CBDC Restigouche, New Brunswick, CA**

*Unity 3D Developer, Contract (Sep 2023 to Mar 2024)*

- Led the troubleshooting of complex software issues, identifying root causes and implementing effective solutions, improving system stability by 30%.
- Actively participated in weekly Scrum meetings, ensuring seamless project tracking and on-time milestone delivery.
- Utilized C# .NET MVC, SQL Server, AWS, GitHub, JavaScript, jQuery, and Docker to enhance development efficiency.

**Reference:** Andre Doiron - Shared Services Coordinator

Tel: +1 506 753-3344

Email: [andre.doiron@cbdc.ca](mailto:andre.doiron@cbdc.ca)

## **Silverback VR, NS**

*Unity 3D Developer Intern (Apr 2023 to May 2023)*

- Developed a character controller for a third-person game using Unity 3D, implementing fluid movements with Mixamo content and inverse kinematics (IK) for realistic interactions.
- Integrated maneuvers such as dodging and idle animations, controlled by a joystick.
- Technologies: Unity 3D, C#, Mixamo, IK

**Reference:** Lead Developer: Luke Trynchuk

Email: [luke@silverbackgames.com](mailto:luke@silverbackgames.com)

## **Career Minds, Delaware, US**

*PHP Developer, Contract (2020 to 2021)*

- Refactored code to an Object-Oriented structure, integrating new features and external APIs, and resolving critical bugs, enhancing system efficiency.
- Technologies: PHP7, MySQL, JavaScript, jQuery, GitHub, Linux.

## **Foundation for Scientific and Technological Development in Health, RJ, Brazil**

*PHP Developer (2015 to 2020)*

- Led the development of dashboards for data visualization and database synchronization (ETL), focusing on performance and data structures.
- Technologies: PHP7, MySQL, PostgreSQL, Shell Script, GitHub, Linux.

**Reference:** Oswaldo Cruz - Technical Manager

Email: [ogcruz@gmail.com](mailto:ogcruz@gmail.com)

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## Project Experience

### **Game: Destiny Delivered**

*Role: Lead Developer*

Genre: Action-Adventure / Racing

- Led the development of NPC AI and vehicle physics for an authentic driving experience.
- Designed game mechanics and crafted the narrative flow, enhancing player engagement.
- Designed an intuitive user interface and supervised the entire game production.
- Technologies: Unity 3D, Photoshop, C#, GitHub

**Reference:** Professor: Norma MacLean

Email: norma.maclean@nbcc.ca

Professor: Jason Pickford

Email: jason.pickford@nbcc.ca

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## Education

### **NBCC, Canada**

*Game Development (2021 to 2023)*

### **Akron University, Ohio**

*Project Management (Jun 2022)*

### **UFRJ, Brazil**

*Master's in Computer Science (2012 to 2014)*

### **Unigranrio, Brazil**

*Licentiate in Computing (2006 to 2009)*

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## Certifications

- Artificial Intelligence & Neurocomputing, UFRJ
  - Innovative Project Management, 15-day course with US Army leadership training
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## Languages

- Portuguese