



RENAN MARCELO

UNITY GAME DEVELOPER

PROFESSIONAL EXPERIENCE

VRMonkey | Lead VR Game Developer

August 2020 - Present

- Game development focused on Virtual Reality [**Unity Engine**]
- Maintenance of authored games and ports published on the **PSVR** family, **SteamVR**, **Meta Quest** family, PICO, QIYU and Lenovo platforms
- Responsible for developing the company's **Jenkins** system from scratch, managing its ongoing maintenance and ensuring its consistent reliability and efficiency
- Implemented test and build automation for the company's **Unity Engine** and **Unreal Engine** projects, enhancing workflow efficiency and project consistency
- Refined and enhanced shaders for both the new and legacy Unity Engine systems, ensuring optimal performance and compatibility

Lunic Games | Lead Game Developer

January 2022 - January 2023

- Development of Star Strikers: Galactic Soccer, an online multiplayer 2D arcade soccer game [**Unity Engine**]
- Led the programming and Q.A teams to maintain quality standards and code consistency

LIGA | VR & AR Game Developer

June 2018 - August 2020

- Development of Industrial Projects for Virtual Reality and Augmented Reality using Unity Engine
- Responsible for **Rapid Prototype Development(RPD)** of client's needs in different projects

ACADEMIC EDUCATION

FACENS

Digital Games Technologist | January 2017 - June 2019

CONTACT



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LANGUAGES

Portuguese | Native

English | Advanced

SKILLS

Unity Engine | Shaders | Tests | Photon

Unreal Engine

VR | SteamVR | PSVR family | Meta family | PICO family | QIYU | Lenovo

AR | Vuforia | ARFoundation

Mobile | ARCORE | ARKIT

GIT | Perforce

Jetbrains Rider

C# | C++ | C | Java | Python | Javascript | HTML

Jenkins

Devnet | Publish | Patches | AC