

# Caio Marchi Gomes do Amaral

32 years old, brazilian

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**Website:** [caiomga.com/](https://caiomga.com/) **Blog:** [blog.caiomga.com/](https://blog.caiomga.com/)

## Objective

*Software Engineer*

## Academic Background

- Entrepreneurship and New Business Degree – UM Mackenzie (Feb. 2022 – June 2024)
- Game Development Degree (unfinished) – FATEC Carapicuíba (2015-2018)
- I.T. Technician - Instituto Técnico de Barueri (2007-2009)

## Other Courses

- The Ultimate Guide to Real World Applications with Unity – Udemy
- Shader Development from Scratch for Unity with Cg – Udemy
- Visual Effects for Games in Unity - Beginner To Intermediate - Udemy

## Qualifications

- Unity Development and Tooling
- Stack Amazon(AWS)
- Mobile (Android/iOS)
- Version control (Git, Unity Collaborate, SVN)
- Continuous Integration
- Integration and customization of third party plugins
- Portuguese: Native
- English: Fluent
- Spanish: Intermediate

## Rewards/Features

- 2nd place Company Funding Competition – November 2023 (Mackenzie)
- [Phaser World #90 Staff Pick Game](#) - July 2017 (Tetris Clone) ([link](#))
- [3rd place at Zenva's Gamedev Competition](#) - August 2017 (Dungeon Lurer) ([link](#))
- Best Boardgame - Fatec Game Week 2015 (Corn Wars: Pipoca ou Morte)

## Professional Background

**Position:** Unity Game Developer

**Company:** Take4Games

**Period:** May 2022 to Oct 2023

**Attributions:** Unity generalist. UI Specialist

**Position:** JR Unity Developer

**Company:** 01 Digital (Zum Studios)

**Period:** Nov 2020 to May 2022

**Attributions:** Unity Generalist. VFX specialist; 100% remote.

**Position:** Contractor Game Dev Fullstack

**Company:** i9Ação

**Period:** May 2018 to Jan 2021

**Attributions:** Unity generalist. HTML5 Game developer; AWS stack; LMS Developer.

**Position:** Unity Developer Freelancer (Unity)

**Company:** Blue Pixel

**Period:** Sep 2017 to Nov 2017

**Attributions:** Minigames development and integration with swagger API.