

**Caio MGA**  
**Game DEV**



I'm Caio MGA, 30 years old, brazilian, Game Developer.

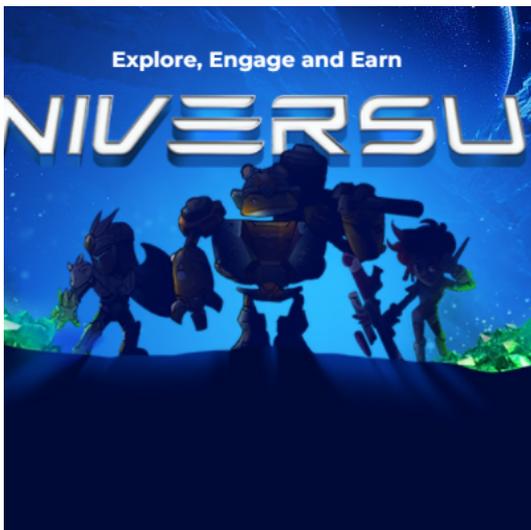
I worked on the I.T. field since 2011 and switched to game development on 2017.

When I was 4 years old I won a videogame on a pack of chips. Becoming a Game Developer was destiny.

## LINKS

- [LinkedIn](#)
- [Github](#)
- [Bit Bucket](#)
- [Itch.io](#)
- [Portifolio \(site\)](#)
- [Resumé](#)

## PROJECTS



### Universus (Take4Games)

Blockchain NFT Play-to-earn game. Explore worlds and galaxies with players from all around the world.

**Attributions:**

- Generalist Unity Developer
- UI Specialist

**Launch:** 2022 Q3

**Link:** [universus.gg](https://universus.gg)



### Roxteen: Roxstar (01 Digital)

Rhythm-based game using Roxteen songs. Made with Unity.

**Attributions:**

- Generalist Unity Developer

**Launch:** 2021 Q4

**Link:** [Roxteen at Google Play](#)



## Luccas Toon App (01 Digital)

Content Hub for Luccas Toon with video streaming, content shop and free-to-play games.

### Attributions:

- Generalist Unity Developer

**Launch:** 2020 Q4

**Link:** [Luccas Toon Oficial](#)



## Eistein – 4 Estações (i9Ação)

Serious game for collaborator training.

### Attributions:

- Generalist Unity Developer
- VFX
- Sound Design

**Launch:** 2020 Q3



## Tetris Clone

Tetris clone made with JavaScript and Phaser.js.

### Attributions:

- Solo Game Developer

**Launch:** 2017 Q3

**Featured:** Staff Pick at Phaser World #90

**Game:** [link](#)

**Phaser World:** [link](#)