MARINA BRANDT S. VAZ

GRADUATED IN DIGITAL GAMES

CONTACT

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SKILLS

- Unity Engine & C# Programming
- XR (AR/VR) Standard SDKs
- Game Development Design Patterns & Architecture
- Code Optimization & Debugging
- Git & Unity Version Control (Plastic SCM)
- 3D Generalist (Blender)
- 2D Pixel Art (Aseprite)

LANGUAGES

- Portuguese: Native
- English: Working knowledge (Reading, writing, and technical comprehension).

PROFILE

Unity Developer & Technical Artist passionate about combining robust code with high-fidelity visuals. With solid experience in C# (OOP) and Unity design patterns, I work on developing scalable systems and creating visual assets from scratch (Pixel Art, 3D, and VFX). Focused on performance, clean architecture, and emerging technologies like XR (AR/VR).

WORK EXPERIENCE

Freelancer 2024 - PRESENT

Gameplay Programmer

- Architecting and implementing core gameplay mechanics and systems for independent projects.
- Developing complex dialogue systems using ScriptableObjects to manage branching narratives and NPC states.
- Managing the full creative pipeline: from initial prototyping and C# systems to the creation of visual assets (2D/3D).

Robokick Technology 2023 - 2024

Unity Developer

- Developed interactive applications and games using the Unity Engine.
- Focused on delivering polished, functional builds with an emphasis on performance and code quality.

EDUCATION

Technologist in Digital Games 2015 – 2018

Universidade Positivo

KEY PROJECTS

Dialogue & Narrative System (WIP)

- Developed a reusable and flexible dialogue system/framework architecture using ScriptableObjects tohandle branching narratives and NPC mood states

Ancient Frog Relic (3D Sculpt)

- Full high-poly modeling, sculpting, and procedural shader creation in Blender, showcasing advanced hard-surface and organic workflows.

“Doce & Doces”

- A fast-paced simulation game developed in Unity, focusing on polished UI, fluid mechanics, and time-management logic.