

CARLOS MENEZES CONCENCIO

GAMEPLAY PROGRAMMER

PERSONAL INFO

Porto Alegre, Brazil

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<https://github.com/carlinhu>

SKILLS

Interested

Organized

Team work

Communication

PROFILE

In the game development area for about 4 years, I have a great level of experience with Unity Engine and its components and with C# and C++ programming languages with focus on AI and gameplay programming. I am eager to learn and share knowledge with a willing and interested team. I can easily communicate with the team and help to grow friendships and wholesomeness among its members, I have organization and I am extremely understanding.

PROFESSIONAL EXPERIENCE

Computer Science and Game Development Professor in Super Geeks, Porto Alegre, RS - Brazil

August 2019 - January 2021

Solo gameplay tools developer for Unity Asset Store

(Unity's Asset Store: <https://assetstore.unity.com/publishers/37008>)

December 2020 - Now

Tech Artist at Blurb Labs Inc.

August 2021 - March 2022

VFX creator at Evonescent Studios

September 2021 - March 2022

Gameplay Programming Coordinator at Flux Games (Current position)

November 2021 - Now

FORMATION ACADEMIC

Bachelor degree of sciences and letters, Pedro II, Niterói, RJ - Brazil

January 2011 - December 2013

Incomplete - Graduation discontinued in 2017 in Mechanical Engineering, University Estácio de Sá, UNESA, Brazil.

January 2015 - December 2017

Graduated - Game Design, Uniritter, Porto Alegre, RS - Brazil

January 2017 - June 2020

EXTRACURRICULAR ACTIVITIES

Volunteer monitor in Programming at Uniritter, Porto Alegre, RS - Brazil

January 2018 - December 2018

Academic performance scholarship winner in Engineering and Informatics at Uniritter, Porto Alegre, RS - Brazil

July 2017 - July 2020