

Marcel Jucá

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Unity Game Developer based in Brazil

Seeking remote opportunities where I can apply my skills, creativity, and passion for creating engaging experiences.

Skills

- **Game Engines:** Unity, Unreal
- **Programming Languages:** C#, Python
- **Unity Expertises:** Mobile/PC Development, UI, Input System, Asset Integration (Sprites, Animations), Unity Gaming Services, Internal Tools Development, Database Integration, External Packages (Doozy UI, Google Sheets Extensions, NFC, Tweening), Persistent Save Data handling, Debugging & Optimization
- **Development Tools & Practices:** Git, Version Control, Agile Methodologies
- **Art & Design Skills:** Pixel Art, 2D Animation, Digital Illustration, Motion Design
- **Languages:** Portuguese (Native), English (Fluent)

Professional Experience

Game Programmer (Remote) | Saku Monsters LTD. (2025 - today)

- Contributing as one of the main programmers for [Sakumon](#), a Toys-To-Life project, integrating obtainable real-life collectables with a mobile application (IOS and Android). Project in early access, available on Google play and App store.
- Contributing across the whole project in features like multiplayer integration via Unity NGO, NFC Scan system, Different Cloud Services integration (Vivox Game Chat, Cloud Save, Authentication, Server Hosting, Cloud code), Project Architecture alongside the different systems, User Interface logic and more.

Game Developer (Remote) | Blue Gravity Studios (2023 - 2025)

- Played a key role in the development of [Little Sim World](#), a 2D life-sim game with Single and Multiplayer support, available on Steam.
- Contributed in multiple areas such as Localization, UI development and integration, asset creation pipeline/maintenance, and the creation of internal development tools within Unity.
- Managed database integration for diverse essential gameplay data, ensuring an effective workflow for large-scale asset creation and editing.
- Collaborated effectively in a remote environment throughout the 2-year project, from the development phase through the 'Live Service' stage, leading to a successful Steam launch.

Game Developer (Remote) | Gameplan (2022 - 2023)

- Participated in the team-based conception and implementation of vertical slices developed in Unity, focusing on gameplay and player experience.

Personal Projects

Smechabots (Independent Mobile Prototype - Unity/C#) 2026

- Turn-based RPG prototype, inspired by monster catcher classics. Handled multiple systems in a tight short gameplay loop of stylized 2D sprites in 3D world.
- Short [devlog series](#) available on Youtube.

Techno Ronin (Independent Mobile Game - Unity/C#) 2021

- Solely developed and published the "[Techno Ronin](#)" project, a 2D Endless Runner for Android, managing the entire project lifecycle from concept to final build.
- Project available on Google Play.

Global Game Jams, 2018/2019

- Participated in the development of the projects "3 by 3D" and "Don't Starve the Dog" as a 2D artist and designer.

Education

- **Master's Degree in Applied Informatics** - Universidade de Fortaleza (UNIFOR), Fortaleza, Brazil (In progress, Expected completion 2027)
- **Bachelor of Science in Computer Science** - Universidade de Fortaleza (UNIFOR), Fortaleza, Brazil (Completed 2024)
- **Computer Science Studies (5 Semesters)** - University of Victoria, Victoria, BC, Canada
- **Business Administration Certificate** - Camosun College, Victoria, BC, Canada (2018)