Marcel Jucá

marceljuca@gmail.com | **LinkedIn** | **GitHub** | **Portfolio**

Game Developer with a Bachelor's degree in Computer Science.

Proficient in Unity and C#, with expertise in 2D game development. Seeking remote opportunities where I can apply my skills, creativity, and passion for creating engaging experiences.

Skills

- **Game Engines:** Unity (Proficient)
- **Programming Languages:** C# (Proficient), Python (Moderate)
- **Unity Expertise:** 2D/3D Development, UI Implementation (Canvas), Input System, Asset Integration (Pixel Art, Sprites, Animations), Internal Tool Development, Database Integration Concepts, External Packages Integration (Doozy UI, Google Sheets Extensions, NFC Chips), 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). Under development.
- Contributing across the whole project in features like multiplayer integration, NFC Scan system, Different Cloud Services integration (Vivox Game Chat, Cloud Save, Authentication, Server Hosting), 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 specific game features, 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 prototype mechanics/vertical slices developed in Unity, always focusing on gameplay and player experience.

Personal Projects

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

- 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 the Google Play Store, meeting platform-specific requirements and updates.

Cadê tu, Beto? (Independent Mobile Game - Godot)

- Developed and published "Cadê tu, Beto?" for Android using Godot Engine.
- Designed and implemented gameplay mechanics tailored for a children's audience, focusing on object finding within varied maps.

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

- **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)