

ANA LETÍCIA CHAVES NEIVA

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SUMMARY

I am a highly skilled Unreal Engine developer with 5 years of experience. My expertise lies in designing and developing user interfaces. I have a strong ability to collaborate with cross-functional teams and consistently deliver high-quality work within tight deadlines.

SKILLS

- Unreal Engine
- Photoshop, Figma
- Blender, Maya
- GitHub, Perforce, Plastic SCM
- Jira, Click Up, Trello
- CSS, HTML, PHP, C/C++(Basic)
- Confluence, Azure, Notion

Language

- Portuguese(Native)
- English(Fluent)

EXPERIENCE

UX/UI Artist / Contract– Combat Waffle

06/2023 – 03/2024

As a UX/UI Artist at Combat Waffle, I contributed to designing and implementing intuitive and visually appealing user interfaces to the game [Ghosts of Tabor](#), winner VR Game of the Year at VR Awards 2023.

- Led the redesign of VR mobile user interfaces, resulting in the game receiving the prestigious "VR Game of the Year" Award. Praised by users and management for creating intuitive and user-friendly designs.
- Utilized UMG to implement comprehensive user interfaces, ensuring seamless functionality across various game aspects including matchmaking, missions, store, inventory, game settings and more.
- Collaborated closely with interdisciplinary teams, including artists, developers, and QA testers, to ideate and execute solutions aimed at enhancing the overall user experience.
- Created wireframes, prototypes, and mockups to communicate design ideas effectively using Figma.
- Stayed updated with industry trends and best practices in UX/UI design to continuously improve design processes and outcomes.

Unreal Developer / Contract– Polker

01/2023 – 09/2023

As a Unreal Developer at Polker, I contributed to the design and development of user interfaces to the game [Polker](#), released on Epic platform.

- Designed user interfaces for both desktop applications and mobile platforms, prioritizing a smooth and captivating user experience.
- Implemented user interfaces in UMG across diverse game features including dashboard, inventory system, store, customization options, leaderboards, game settings and more.
- Collaborated with cross-functional teams including designers, developers and QA testers to conceptualize and execute innovative solutions.
- Maintained consistency in design elements and visual standards across multiple platforms and devices.
- Created wireframes, prototypes, and mockups to communicate design ideas effectively using Figma.

Junior Unreal Developer / Freelance– RealWorld One

03/2022 – 11/2022

As Junior Unreal Developer at RealWorld One, I contributed to the development of immersive VR training solutions in multiple projects.

- Demonstrated adaptability by learning RealWorld One's proprietary plugin in Unreal Engine, and effectively utilizing it to implement VR training experiences.
- Collaborated closely with senior developers and designers to learn and contribute to the creation of interactive

VR simulations for training purposes across various projects.

- Supported the team in maintaining project documentation and adhering to project timelines and quality standards.
- Played a key role in estimating project timelines and resource requirements for the development.
- Participated in the creation and maintenance of Technical Design Documents (TDD), outlining architectural and technical specifications for VR training solutions.

Programmer / Freelancer – RetroRave LLC Studio

09/2021 – 12/2021

As a programmer at RetroRave, I contributed to the development for the third-person zombie shooter [Floodgates](#).

- Contributed to the development and optimization of the user interface for critical components such as the Main Menu, Map and Character Selection interface, Weapon Crafting system, and other essential UI elements to ensure seamless gameplay.
- Implemented intuitive interactions specifically tailored for gamepad controllers, enhancing accessibility and immersion for players.
- Conducted thorough testing and optimization to identify and resolve UI-related issues, ensuring smooth functionality and player satisfaction.
- Maintained proactive awareness of industry trends and emerging technologies in UI/UX design, integrating innovative solutions to continually enhance the game's interface and user experience.

Programmer / Contract – Nobre Lobo Studio

02/2021 – 04/2022

As a programmer at Nobre Lobo, I contributed to the development of the RPG game [Kalyskah](#).

- Contributed to the optimization and development of the user interface, encompassing a spectrum of components such as the Main Menu, Inventory System, Character Customization, Quest System, Skill Tree, Shortcuts, and more.
- Seamlessly integrated interactions for gamepad controllers, enhancing the gaming experience for players.
- Collaborated closely with the development team to implement dynamic gameplay mechanics and features, enriching the overall design and functionality of the game.
- Engaged in meticulous debugging and troubleshooting processes to swiftly identify and resolve issues, ensuring smooth performance and adherence to quality standards.
- Maintained proactive engagement with industry trends and best practices in game development, fostering continual skill enhancement and contribution of innovative ideas to the team.

Game Developer / Self Employed

09/2019 – 02/2021

As a game developer, I developed several projects here is some of them:

Project Title: "[Naufrago](#)" (a survival game)

Description: Independently developed Naufrago, a thrilling survival game set on a deserted island. Designed and implemented core gameplay mechanics such as resource gathering, crafting, and survival challenges. Created a dynamic environment with day-night cycles, weather effects, and wildlife behavior. Conducted extensive playtesting and iteration to enhance immersion and balance gameplay mechanics.

Project Title: "[Pirate's Attack](#)," (a tower defense game)

Description: Independently developed Pirate's Attack, an immersive tower defense game set in a pirate-themed world. Designed and balanced enemy waves with escalating difficulty levels to provide engaging gameplay challenges. Implemented a progression system with unlockable upgrades and achievements to reward player progression. Designed visually appealing environments and character designs to enhance the game's aesthetic appeal.

Project Title: "[Joe's Christmas](#)" (a story-telling puzzle game)

Description: Independently developed Joe's Christmas, a heartwarming story-telling puzzle game that captivates players with its charming narrative and engaging puzzles. Designed and implemented interactive story elements and branching narratives to immerse players in Joe's journey to save Christmas. Designed visually captivating scenes and character animations to bring the story to life.

Project Title: "[Elemental Worlds](#)" (a 3D puzzle game).

Description: Independently developed Elemental Worlds, an innovative 3D puzzle game that challenges players to manipulate elemental forces to solve intricate puzzles. Designed and implemented diverse puzzle mechanics

based on elemental themes such as fire, water, earth, and air. Created visually stunning environments with dynamic lighting and particle effects to enhance the immersive experience. Implemented intuitive controls and user interfaces to provide a seamless gameplay experience across platforms. Conducted user testing and iteration to refine puzzle designs and optimize player engagement.

Freelance Graphic Designer / Graphic Designer Freelancer – Mariana -MG 03/2018 – 02/2021

Collaborated with clients to design custom Twitch channel layouts, logos, emotes, and other graphic elements to enhance their online presence. Translated client's vision and brand identity into visually appealing and cohesive designs tailored to their target audience. Utilized industry-standard design software such as Adobe Photoshop to create high-quality graphics optimized for digital platforms.

Programming Intern / NTI - Universidade Federal De Ouro Preto – Ouro Preto -MG 12/2015 – 01/2018

Utilized [OpenSchoolar](#), a tool developed by Harvard University, to create websites. Contributed to the development and customization of websites to meet client requirements and specifications. Assisted in implementing design elements, functionality, and content management systems.

Web Programmer / IBDFAM – Belo Horizonte – MG 11/2014 – 02/2015

Promoted from a Programming Intern role to actively contribute to the development of various features for IBDFAM using the CodeIgniter framework. Participated in the design, development, and testing of features aimed at enhancing the functionality and usability of the IBDFAM platform. Worked closely with senior developers to learn and implement best practices in web development.

Programming Intern / IBDFAM– Belo Horizonte – MG 11/2013 -11/2014

Assisted the development websites and implemented features using the CodeIgniter framework. Collaborated with the development team to design and develop websites that meet the specific needs of clients in the political sphere. Implemented custom features, integrated third-party APIs, and optimized website performance to ensure smooth user experience.

VOLUNTEER EXPERIENCE

Social Media Designer / GAMing – Associação Mineira de Jogos Digitais 02/2021 – 07/2021

Created social media posts as a volunteer for a Game Dev Association.

EDUCATION

Saga School of Art

Course - Play Game 2016 – 2019

UFOP - Universidade Federal de Ouro Preto

Bachelor's degree, Computer Science (Incomplete) 2015 – 2018

IFMG - Campus Ouro Preto

Technician, Industrial Automation 2010 – 2012