Mariana Martins

Junior Game Programmer & Technical Designer

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Lisbon, Portugal

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Portfolio - https://noottu.itch.io/

github.com/notCroptu

Focus in Unity C# (2D/3D) developing game systems, mechanics and tools. With Game Design and Programming skills, additional knowledge of 3D Art & Pixel Art and great multidisciplinary collaboration.

SKILLS

Languages: C# ▪ Python ▪ Lua ▪ JSON

Tools: Unity ▪ Shader Graph ▪ Blender ▪ Git

Technical: Game Programming ▪ Procedural Generation ▪ Virtual Reality (VR) ▪ User Interface (UI)

Design: Gameplay Mechanics ▪ Accessibility ▪ Level Design ▪ User Experience (UX)

Interpersonal: Interdisciplinary collaboration ▪ Creative Problem Solving ▪ Autonomy

EDUCATION

B.Sc. in Videogames, *Lusófona University*
09/2023 – 06/2026 | Lisbon, Portugal
Game Design and Development, with a focus on programming. Learned **OOP**, **C#**, **Unity**, Python, Algebra, Physics, **AI**, **PCG**, **VR**/XR, Game **Networking**, **Shaders**, **UX**, UI and Accessibility.

LANGUAGES

Portuguese: Native • **English:** Bilingual

CERTIFICATIONS

History of Platformers (with Diogo Andrade)

Narrative Workshop (with Carolina Martins)

Sound Workshop (with Nelson Milheiro)

EXPERIENCE

Game Programmer (Internship), *BATTLESHEEP*
07/2025 – 02/2026 | Remote
Fully Refactored C.F.I.'s prototype in 2D Unity C# into the final release.
- Designed and Implemented core gameplay and data systems, procedural level generation (**PCG**), User Interfaces (**UI**) and localization.
- Built custom **tools** to improve workflow and content management.
- Collaborated with the team to iterate on features and maintain docs.

Game Developer (Research Scholarship), *HEI-Lab*
11/2024 – 03/2026 | On-Site
Developed serious games in 3D Unity, C#, Python to support psychology research and patient interaction. Worked on S.L.B.
- Implemented gameplay features, data collection, and accessible UI.
- **Optimized and debugged** projects based on researcher feedback.
- Collaborated with multidisciplinary teams to deliver cross-platform applications (**windows** desktop, **mobile**, **VR/XR**).

PROJECTS

GO P!SS GRL, *First-person escape room in a chaotic gas station.*
09/2024 – 01/2025
Awarded **Best Awkward Game** at Over & Out 2025.
- Developed game systems, puzzles, and a dialogue system in Unity.
- Implemented cinematics, **UV light shader** in HLSL, and core assets.

Nimona, *Fast-paced 2D platformer with a shapeshifting hero.*
03/2024 – 06/2024
Awarded **Best Developed System**, **Most Innovative**, and **Best Concept** at Over & Out 2024.
- Designed and implemented **physics-based** mechanics, shapeshifting input and visual effect (VFX) system and parallax backgrounds.
- Developed Level systems and iterated to improve game feel.

Festival Crowd Simulation, *2D Unity scenario simulation*
04/2025
- **2,500+ agent crowd** in a **two-week period**.
- Implemented pathfinding with DotRecast and facilities system.
- Simulated emergency events (fire and explosions) and crowd behaviour with panic and normal modes.

Murkury, *Local 3D game where two players control a single character.*
07/2025 – 11/2025
- Developed an alternative controller and cooperative input and feedback system for **accessibility** and game feel.
- Implemented physics-based movement, real-time procedural terrain generation (**PCG**), and shaders supporting game logic.

GarPic, *2D Multiplayer Mobile Prototype*
06/2025
Players submit photos based on prompts and vote on results.
- Implemented turn-based **multiplayer networking** with lobby management, game state synchronization, UI, and chat.
- Integrated APIs and cloud storage (Supabase).
- Analysed network costs and estimated requirements for a free release.