

MIGUEL F. CORBO

GAMEPLAY PROGRAMMER | UI/UX DESIGNER
6+ YEARS OF EXPERIENCE

PERSONAL INFORMATION

25 YEARS OLD
SÃO PAULO - SP
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ABOUT ME

Passionate about game production, working in the industry as a GAMEPLAY PROGRAMMER and UI/UX DESIGNER for 6 years. Focused on contributing to teams with clean, well-documented code.

ACADEMIC BACKGROUND

- Game Design - Professional Program

COURSES

- Graphic Design - Escola Zion (2016)
- Marketing and Leadership - Legacy (2020)

SOFTWARE

- Unreal Engine
- Visual Studio
- C++
- Unity
- Python
- PostgreSQL
- REST API

LANGUAGE

- Fluent English
- EF SET English Certificate 79/100 (C2 Proficient)

SOFTWARE PROFICIENCY

Unreal Engine: ★★★★★
Visual Studio: ★★★★★
C++: ★★★★★
Unity: ★★★★★
Python: ★★★★★
PostgreSQL: ★★★★★
REST API: ★★★★★

RELEASED GAMES

- DKPlay — Maquete visualization tool in 3D from a touchscreen.
- Flunky Farm — Available on Steam and console development kits access for ports.
- Odisseia — Gamified learning tool used in schools in Maricá-RJ.

PROFESSIONAL EXPERIENCE

ORTIZ GAMING

2026 - PRESENT

Mid-Level Front-end Developer

- Game development using Godot Engine, with a focus on video bingo and slot machines.
- Implementation of features and interface systems for gaming products.
- Bug fixing, maintenance, and evolution of existing features.
- Collaboration with the development team in the creation and evolution of new products.

HUB SAMPA GAMES / IBRC

2025 - PRESENT

Game Development Coordinator

- Coordination of the Game Development area and monitoring of student activities.
- Creation of educational materials, classes, and content focused on game development.
- Organization and supervision of teachers, projects, and deliveries within the Game Development area.
- Mentoring and technical and educational support for students and teams.

DIGITAL KEY (FREELANCER)

2024 - PRESENT

Programmer responsible for all movement and general programming

- Refactoring and porting code previously developed in UE4 to UE5, focused on improving the graphical quality required for project presentations.
- Creation of VR projects in C++ focused on civil construction for project presentations at trade shows and new developments.
- Creation of an AR and PostgreSQL project focused on medical education in universities, providing an experience before students' first contact with surgeries, while saving data and scores in an AWS database.
- Porting Blueprint code to C++ with a focus on optimizing calculations performed in the projects' core programming.
- Responsible for documenting the complete code creation process to make it easier for future programmers to join and understand the project.

WIBX COMPANY

2024 - 2026

Gameplay Programmer & Tech UI

- Implementation and programming of game interfaces using SDFs and Atlases (Tech UI): Login and Registration screen; Shop and Inventory; Power Selection; Character Selection; Character Customization.
- Creation of the inventory and shop system integrated with a REST API.
- Creation and implementation of the User Login and Registration System with a REST API.
- Responsible for creating the API and HTTP verbs for communication with Unreal Engine.
- Implementation and replication of powers and clothing used by the player during the match (Multiplayer).

EDUCAR GAMES (www.educargames.com.br)

2023 - 2025

Lead Gameplay Programmer focused on user immersion within the game

- Responsible for leading the programming team in gameplay development and task delivery.
- Creation of Crafting, Trading, and Player Inventory systems using C++, with information stored through an API.
- Close work with ClickUp and Perforce for task delivery, time tracking, and version control for crisis management.
- Responsible for refactoring legacy code for optimization in C++, following OOP principles to create lighter code across platforms.
- Responsible for creating, programming, and implementing the user interface for MOBILE and PC.
- Responsible for programming full game controller support, including mouse movement through the analog stick and buttons connected to the interface.

ESCOLA ZION

2019 - 2022

Academic Coordinator and Game Design Teacher

- Taught Game Design throughout a two-year course using programs such as UE4 & UE5, Maya, Blender, Visual Studio, and ZBrush.
- Led a team of teachers, performing daily evaluations of their classes and explanations of the code presented in the curriculum.
- Taught C++ and OOP focused on clean code and system creation.
- Primary evaluator for the Final Course Project and responsible for forwarding projects and students to the job market.
- Maintained contact with game companies to organize student hiring events and evaluate work produced for companies.

PORTFOLIO — PROJECTS

The following links provide access to projects and professional websites related to my work.

Flunky Farm

<https://store.epicgames.com/p/flunkyfarm-3bfece?lang=pt-BR>

Educar Games

<https://educargames.com.br/>

Speedzin

<https://www.speedzin.com.br/>

Digital Key

<https://www.digitalkey.com.br/>