

FELIPE MARZANASCO

XR DEVELOPER | UNITY DEVELOPER | TECH ARTIST

PROFILE

Unity/XR Developer and real-time 3D Artist with experience in game development, gameplay systems, VR/AR, prototyping, interaction design, optimization and 3D environments. I work with Unity, C#, mechanics design, interactive systems, API integration, UI/UX and the production of complete playable experiences.

My work combines programming, technical art and product vision, with published projects, public-facing experiences and applications developed for Meta Quest 2 Standalone, PCVR, mobile and desktop games, scientific research and interactive visualization.

SELECTED PROJECTS

RAS VR | Real Estate - Ondular / Luciana 250 / Nilo Square

Founder • Team Leader • XR Developer • 3D Artist • Unity Developer

- **End-to-End VR Development:** Complete pipeline of immersive experiences for the Brazilian real estate market using Unity, from client briefing and project planning to the final standalone build for Meta Quest 2.
- **3D Modeling and Optimization:** Leadership, creation and technical review of 3D assets, ensuring realistic scale, high-impact lighting and optimized performance for standalone VR.
- **Interactive Systems:** Creation of custom mechanics such as teleportation, spatial audio, points of interest and integrated videos, focused on user experience and immersion.
- **Commercial Impact:** Solutions used as premium sales tools in events and showroom stands, increasing customer engagement and conversion potential.

VR 360 Video Show - Immersive Concert Research

VR Developer • 3D Artist • Unity Developer • VR Experience Designer

- **VR 360° App Development:** Creation of an immersive application for Meta Quest 2 using Unity, with multiple synchronized viewpoints and Meta SDK integration.
- **Memory Optimization and Asset Management:** Implementation of a system for dynamically loading external files, reducing build size and overcoming standalone hardware limitations.
- **Systems and Synchronization:** Development of real-time camera switching logic while preserving temporal continuity between video and ambisonic audio.
- **VR UX and Comfort Solutions:** Application of design techniques to reduce motion sickness, including fade-to-black transitions and dynamic viewpoint corrections for the user.
- **Interface and Interaction:** VR UI design compatible with poke and ray interactions, including hand tracking support.
- **Scientific Context:** Project developed as a practical tool for investigating spatial presence and audiovisual perception in immersive environments.

Time to Try | Mob Town | Billy Shoulder Dance

Game Development • AR Developer

- **Programming:** Development of gameplay systems, mechanics, API integrations and plugin-based features for projects such as Mob Town and Billy Shoulder Dance.
- **VFX:** Creation of visual feedback and environmental effects for games such as Time to Try, Mob Town and Billy Shoulder Dance.
- **Publishing:** Games published on Steam and presented to the public in academic fairs and other events, including Time to Try on Steam.

XP & EDUCATION

RAS Soluções Metaversificadas

Founder • CEO • Head Of Development | 2022 - 2026

Leadership of immersive VR projects from concept to final delivery, including Unity development, 3D optimization, standalone platform deployment, UX design, presentations and client meetings.

Freelance 3D & Unity Developer

2018 - Present

Creation of 3D assets, animations, interactive applications, game effects, VR/AR prototypes, web experiences, gameplay systems, independent projects and commercial projects.

UNISINOS - Tecnólogo em Jogos Digitais

2018 - 2021 | GPA: 8,55

Academic background in game creation, covering the full game development pipeline: concept, game design, programming, 3D modeling, UI/UX, SFX, VFX and production.



CONTACT

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CORE STACK

Unity Engine / C#

Blender / Maya / 3D

VR & AR

Real-Time Optimization

UI / UX

Web / JS

Unreal Engine / C++

TOOLS

Unity

Meta SDK

API's

Vuforia

Unreal

Figma

Blender

Git

Photoshop

Maya

LANGUAGES

Português - Native

Inglês - Advanced