

MEDIA ARTS

3D MODELING, ANIMATION, VISUAL EFFECTS, GAME DESIGN & PROGRAMMING



MARCEL CASARINI

PROGRAM DIRECTOR FOR GAME ART & DESIGN AND
GAME PROGRAMMING

Former architect and urbanist and passionate about games, Marcel started in the the game development industry after his extension course Game Programming and Producing at Senac – Sao Paulo, Brazil. As soon as the program finished, he started his game career in 2012 as one of the founders of the gaming company Ludos Facotory in Brazil. With this small start-up, he shipped two mobile games, ***Sleans Invasion*** and ***Voa Vivaldo***. The second one was awarded as one of the Best 25 Education Games for Children in the **2014 InovaApps** - Brazil.

In the mean time, he started his master degree with the title Architecture and Level Design for Games. Marcel finished his master degree in 2014 at PUC-SP. During his Master, he was able to study and understand how architecture knowledge and pipelines could be used in order to deliver better level designs.

As soon as the Master finished, he started to teach game design and management in colleges and MBAs, working directly with the students in the class room.

In 2016, Marcel was invited to design and direct the game ***Children of the World***, still under development, in the Canadian/Brazilian company **Split Studio**. The game is based on the 2016 Oscar nominee movie ***The Boy and the World***, winner of 45 awards, and is under development with the original creator.

Finally, when he moved to Vancouver with his family, he started teaching in LaSalle College Vancouver in January 2018. Now as Program Director, he keeps teaching mentor studio and level design courses.



LaSalle College
Vancouver