



ALEXANDRE RODRIGUES

GAMEPLAY PROGRAMMER

CONTACT

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EDUCATION

2020 - 2024
POLYTECHNIC OF LEIRIA

- Bachelor on Games and Multimedia

2017 - 2019
POLYTECHNIC OF LEIRIA

- TESP - Information Systems Programming

SKILLS

- Unreal Engine
- C++
- Unity
- C#
- Git
- Java
- PHP

LANGUAGES

- Portuguese(Fluent) C2
- English(Fluent) C1
- French(Limited) B1

PROFILE

I am a Game Programmer with strong skills in C#, Java and C++.

I'm comfortable with Unreal Engine and Unity and have developed Single-Player games and scratched the surface of Multiplayer environment within unreal.

Used to work in indie teams with crucial time managements.

EXPERIENCE

• Network/Gameplay Programmer Feb 2023 - Sep 2023

- Developed Project M, a Multiplayer Wave based Top-Down 3D Game.
- Aquired knowledge in Unreal Engine Multiplayer environment learning server-client/client-client communication and replication.
- Worked with enemy AI alongside with the multiplayer aspects of the game.
- Further expanded my C++ and blueprints knowledge.

• Lost Bacon Studios Feb 2022 - Sep 2022
Gameplay Programmer

- Developed Faxed, a Top-Down Stealth 3D Game, assuming full responsibility for all programming aspects.
- Dived into Unreal Engine's AI programming, learning behavior trees and creating custom AI behaviors for Patrolling and chasing.
- Aquired proficiency in Unreal Engine utilizing C++ and Blueprints, expanding my knowledge in game development methodologies.

• Suso Games Feb 2021 - Sep 2021
Gameplay/UI Programmer

- Designed and developed Quantum Toast, a 2D BeatEmUp game, assuming full responsibility for programming tasks and UI Design
- Acquired proficiency in Unity utilizing C#, enhancing my capabilities in game development.

• Pixels Brand Feb 2019 - Jun 2019
Web Developer

- Executed the development of multiple websites, including notable projects such as Aclourenco and BigGiro, among others.
- Acquired proficiency in JavaScript and WordPress, enhancing my capabilities in web development and content management systems.

• Agritic 2015 - 2016
Mobile Developer

- Developed an Android application from conception to deployment.
- Acquired proficiency in Java for Android development and MySQL for backend database management.