



ALEXANDRE RODRIGUES

GAMEPLAY PROGRAMMER

I am a **Game Programmer** with strong skills in **C#, Java** and **C++**.
I'm comfortable with **Unity** and **Unreal Engine** 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.

CONTACT ME



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SKILLS

C#



C++



JAVA



UNREAL



UNITY



GIT



PHP



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linkedin.com/in/rdrgrs-alex



EXPERIENCE

Feb 2022 - Sep 2022

Lost Bacon Studios

GAMEPLAY PROGRAMMER

- Developed **Faxed**, a Top-Down Stealth 3D game.
- Responsible for all programming tasks.
- Learned Unreal with C++ and blueprints.

Sep 2021 - Sep 2021

Suso Games

GAMEPLAY/UI PROGRAMMER

- Developed **Quantum Toast**, a 2D BeatEmUp game.
- Responsible for all programming tasks.
- Learned Unity with C#.

Feb 2019 - Jun 2019

Pixels Brand

WEB DEVELOPER

- Developed a couple of websites.
- Namely Aclourenco and BigGiro among others.
- Learned JavaScript and WordPress .

2015 - 2016

Agritic

MOBILE DEVELOPER

- Developed an android application.
- Learned Java for Android and MySQL.



EDUCATION

2020 - 2023

Polytechnic Of Leiria

BACHELOR ON GAMES AND MULTIMEDIA

- Specialized in Programming with Unity C# and Unreal C++.

2017 - 2019

Polytechnic Of Leiria

TESP - INFORMATION SYSTEMS PROGRAMMING

- Learned C#, Java and PHP.

2014 - 2017

ESCO

PROGRAMMING AND INFORMATION SYSTEMS

- Was the foundation for my programming skills.
- Learned C#, Java, PHP, JavaScript, MySQL, Html, Css.



LANGUAGES

Portuguese



English



French



Spanish

