ALEXANDRE SILVA

Game programmer
https://github.com/AlexSilva23

CONTACT

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🌐 https://alexsilva23.github.io/Portfolio/

EDUCATION

Universidade Lusófona do Porto
Videogames and Multimedia Applications
2021 - present

Escola Secundária do Castêlo da Maia
Computer systems management and programming
2018 - 2021

SKILLS

- C#
- Unity
- Git
- Gameplay programming
- UI programming

LANGUAGES

- Portuguese (native)
- English (Intermediate)

ABOUT ME

Passionate game developer with experience in C# and Unity. Dedicated to creating immersive gaming experiences and eager to collaborate with industry professionals.

PROJECTS

Bergolis   October 2023 – present
Lead Programmer
Bergolis is a first-person VR puzzle game that has been designed to alleviate and cure phobias of various kinds and degrees.
Main tasks: environment customization, pet AI, VR interactions, UI programming to create a functional main menu.

Campus Conundrum 🔗   March 2023 - July 2023
Programmer
Campus Conundrum is a captivating 3D first-person puzzle game that challenges players to navigate through a series of mind-boggling puzzles.
Main tasks: interactions between the player and the scene, objects, narration and subtitling system, puzzles and timer logic.

Mon Montesk 🔗   October 2022 - February 2023
Lead Programmer
Mon Montesk is a Virtual Pet-style gruesome mobile game, influenced by Tamagochi and others.
Main tasks: Monster spawn, notification system, monster stats, death and ascension conditions, interactions in the kitchen, bathroom and main room, Oopa Dump and Drippy Turd mini-games.

PROFESSIONAL EXPERIENCE

Game development by ANPRI - remote intership
2021
Game development (with Unity 3d), organized by the National Association of Computer Science Teachers (ANPRI)