




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 Castelo 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.

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.

Mon Montesk

October 2022 - February 2023

Lead Programmer

Mon Montesk is a Virtual Pet-style gruesome mobile game, influenced by Tamagochi and others.

PROFESSIONAL EXPERIENCE

Game development by ANPRI - remote internship 2021

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