André Cerqueira

📍 **Home** : Braga, Portugal

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Gender: Male **Date of birth:** 26/07/2001 **Nationality:** Portuguese

ABOUT ME

Creative and dedicated software developer with experience in game development, as well as developing apps and websites for production control and management for companies.

WORK EXPERIENCE

[10/02/2025 – Current]   **Game Developer**

Internship In Shadow Profile

City: Famalicão | **Country:** Portugal

- Contributed to the development of *Royal Wars TD* (tower defense game) using Unity, C#.
- Implemented new game features, including a level editor.
- Fixed critical bugs.
- Designed and integrated UI/UX improvements
- Enhanced player experience by adding visual/audio feedbacks.

[01/10/2024 – 10/01/2025]   **Game Developer**

Internship In Imadeabug

City: Açores | **Country:** Portugal

- Maintained and upgraded an existing mobile casual game in production using Unity.
- Developed and integrated advertisements for the game using mediation.
- Improved code scalability by implementing better architecture practices.
- Designed and implemented new features.
- Created a new casual mobile game from concept to delivery, following company guidelines and expectations.

[20/07/2022 – 09/05/2023]   **Software developer**

Fulltime in ITTEK Premium

City: Barcelos | **Country:** Portugal

- Developed a back-office system for a textile company using HTML, CSS, and JavaScript.
- Designed and implemented an API with .NET Core to optimize production management processes.
- Created a Windows Forms application for a glass production company using Telerik and .NET Core.
- Managed and maintained the database with SQL Server to ensure data integrity and performance.

[07/02/2022 – 20/07/2022]   **Software developer**

Internship in ITTEK Premium

City: Barcelos | **Country:** Portugal

- Developed multiple applications tailored to different purposes and modules for a stamping company.
- Created a Production Module application and a production supervision application using Android Studio and Kotlin.
- Designed and implemented a back-office system with Flutter to provide support for other modules.

[31/05/2019 – 30/06/2019] **Computer Repair Technician**

Internship in RepairIT

City: Cork | **Country:** Ireland

- Repaired and maintained computers and gaming consoles.
- Organized and ensured proper condition of components and peripherals.

[31/05/2018 – 30/06/2018] **Game Developer**

Internship in Casa do Conhecimento

City: Braga | **Country:** Portugal

- Designed and programmed a game utilizing motion sensor technology with a camera and a green glove for interaction.

EDUCATION AND TRAINING

[12/09/2017 – 30/06/2020] **Computer Systems Programming**

ESVV

City: Braga | **Country:** Portugal |

[31/08/2020 – 20/07/2022] **Mobile App Developer**

IPCA

City: Guimarães | **Country:** Portugal |

[03/10/2021 – 31/10/2021] **Game Developer**

IPCA & FHV

City: Dornbirn | **Country:** Austria |

[11/09/2022 – Current] **Engineering and Development of Digital Games**

IPCA

City: Barcelos | **Country:** Portugal |

HOBBIES AND INTERESTS

Scouts (CNE)

In scouts I worked as secretary, material guard, team leader and I am currently treasurer.

LANGUAGE SKILLS

Mother tongue(s): Portuguese

Other language(s):

English

LISTENING B2 **READING** B2 **WRITING** B2

SPOKEN PRODUCTION B2 **SPOKEN INTERACTION** B2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

SKILLS

Programming Languages

Kotlin | PHP | Python | Pascal | C | Solidity | Visual Basic | C# | Dart | HTML, JavaScript and CSS

Other Technologies

Unity | Pygame | API | Flutter | Postman | .NET Core | Telerik UI for WinForms | Visual Studio | Android Studio | Git | Processing | Firebase | Photon Unity Networking | LootLocker

Others

Relational databases | NoSQL | MySQL | UML | SQL Server | Microsoft Office

Soft Skills

Agile (Scrum) | Team Worker | Team Leader | Clean Code | Code Review