


ANTÓNIO FILIPE MARQUEZ BREJO

Software Developer

CONTACT

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EDUCATION

Integrated Master - Currently
4th Year
Computer Engineering
NOVA School of Science and
Technology
September 2019 - current

SKILLS

Advanced

Java
Git
C#
Unity

Learning

Cloud (Azure)
HTML/CSS
JavaScript (React.js, Node.js)
Python (Data Science)
Linux

Communication

Portuguese (native)
English

CAREER OBJECTIVE

Current Computer Engineering student looking to gain experience in Frontend. Experienced in JavaScript from several university projects. Seeking to further develop my skills and acquire new ones.

WORK EXPERIENCE

Game Developer – Internship

Skills Workflow

February 2022 - July 2022

- Worked together with a team and a Project Manager to develop a procedurally generated game world from the ground up.
- Built the underlying system for the construction of structures with blocks.
- Worked on the game UI and the game feedback, with the UX being a top priority.
- Acquired a lot of knowledge about the user feel when interacting with the created systems.

PROJECTS

WebGl Simulations - JavaScript

- Simulation of a magnetic field where the user could manipulate particles.
- Simulation of a tank fully controlled by a user.
- Simulation of light interactions where the user could place different types of light sources.

JabRef – Java

- Added the possibility to scan a book barcode using the webcam and get the reference to that book automatically.