TOMÁS SOUSA
Game Programmer

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Lisbon, Portugal

https://bife13.github.io

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PROJECTS

Slimando

📅 2023 - Ongoing

🔗 https://bife13.itch.io/slimando

A roguelite top-down shooter made for GameJamPlus with another programmer

• Utilizing Unity and C# to develop the project
• Brought in after the initial 2 day jam to help on the incubation phase
• Developed an ability and passive system, that allowed for the easy creation of over 60 abilities and passives
• Implemented assets for all abilities
• Worked on balancing the game
• Improved and optimized existing code

Ziniax Warriors

📅 09/2022 - 01/2023

A MOBA game made for the 5th Semester at university with 2 other programmers

• A project made to learn Unreal Engine 4 and C
• Worked on game mechanics
• Created a modular skill system
• Worked on the Networking of the game, utilizing a separate matchmaking server in C
• Presented it multiple times in front of industry professionals and plenty of positive feedback

Celestial Odyssey

📅 03/2022 - 07/2022

A third-person action game made for the 4th Semester at university with 2 programmers and 5 designers from another university course

• Utilized Unity and C# to develop the project
• Communication with all team members to help facilitate the project creation
• Worked on game mechanics
• Developed multiple AI for enemies in the game
• Implemented assets created by team members

TECHNICAL SKILLS

Languages
Portuguese Native), English C2, French B1

Programming C# / Unity
Developed multiple games with C# in Unity, 2D and 3D, with very high understanding of the engine and language

Programming - C++ / Unreal Engine 4
Developed a MOBA game, with Unreal 4, learning multiple aspects of the engine, mainly Networking.

Source Control - GitHub
All my projects have been source controlled utilizing GitHub, which gave me an understanding on how it works, and how to properly

SOFT SKILLS

Teamwork   Communication   Adaptability   Problem Solving   Critical Thinking   Resourcefulness

EDUCATION

Erasmus in Digital Games
TH Köln – University of Applied Sciences - Cologne Game Lab

📅 2023   📍 Cologne, Germany

Bachelor in Games Development
Faculty of Design, Technology and Communication - IADE

📅 2020 - 2023   📍 Lisbon, Portugal

ACHIEVEMENTS

GameJamPlus Grand Finalist 2022/23
Qualified for the Grand Final in Rio de Janeiro, Brasil through the European semifinal event in Lublin, Poland, with the game Slimando