TOMÁS SOUSA

Game Programmer

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Lisbon, Portugal

EXPERIENCE

Proud Turkeys - Junior Game Programmer

📅 06/2023 - 12/2023
🔗 https://www.linkedin.com/company/proudturkeys/
🔗 https://store.steampowered.com/app/1788130/Abomiracers/

Worked on the project Abomiracers, a multiplayer party action game, where you assemble characters with different limbs and bodies

- Utilizing Unreal Engine 5 and C++ to develop the project
- Worked as a generalist in the project
- Helped maintain, improve and debugging the existing codebase of the game
- Implemented new UI Elements from scratch
- Assisted in creating new gameplay elements and mechanics
- Researched and implemented some Networking aspects
- Utilized multiple industry standard plugins and samples, such as Lyra and GAS (Gameplay Ability System)

PROJECTS

Slimando

📅 11/2022 - 07/2023
🔗 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

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
Developed a MOBA game, with Unreal 4, learning multiple aspects of the engine, mainly Gameplay and Networking.

Source Control - GitHub/Plastic
Multiple projects source controlled with GitHub, giving me a clear understanding, and professionally worked with Plastic, where I quickly was able to understand effectively

SOFT SKILLS

Teamwork   Communication   Adaptability   Problem Solving   Critical Thinking   Resourcefulness

EDUCATION

Erasmus in Digital

TH Köln – University of Applied Sciences - Cologne Game Lab

📅 03/2023 - 07/2023   📍 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