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	Programming C# / Unity
Portuguese Native), English C2, French B1	Developed multiple games with C# in Unity, 2D and 3D, with very high understanding of the engine and language

Programming - C++ / Unreal Engine 4	Source Control - GitHub
Developed a MOBA game, with Unreal 4, learning multiple aspects of the engine, mainly Networking.	All my projects have been source controlled utilizing GitHub, which gave me an under-standing 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