

TOMÁS SOUSA

Game Programmer

tsousagdev@gmail.com
Lisbon, Portugal

<https://bife13.github.io>

<https://www.linkedin.com/in/tssousa>

+351 937853050

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

INTERESTS

Basketball

Started playing at the age of 6, currently playing in Portugal's 3rd Men's League