

## EXPERIENCE

### Game Development Teacher @ SharkCoders, Portugal | Sep 2024 – Current

- Teaching children (ages 4-12) various aspects of game development
- Utilizing tools such as GDevelop5, Alice 3, Code.org, code.game and Kodu Game Lab
- Currently teaching at two different locations.

### Junior Game Programmer @ ProudTurkeys, Poland (Remote) | Jun 2023 – Jan 2024

*Abomifighters: World League* [Steam Link](#)

- Developed using Unreal Engine 5.2 (C++)
- Maintained, improved and debugged the existing codebase of the game
- Implemented new gameplay mechanics and UI logic
- Utilized multiple industry standard plugins and samples such as Lyra and Gameplay Ability System

## PROJECTS

### Slimando

Roguelite top-down shooter, qualified for the Grand Final of GameJamPlus 2022/23 [Itch.io Link](#)

- Developed using Unity (C#)
- Created a Skill system, enabling over 60 skills and passives
- Integrated and optimized all game assets
- Improved and optimized existing code

### Ziniax Warriors

MOBA game for the 5<sup>th</sup> Semester of University [Trailer](#)

- Developed using Unreal 4.2 (C++)
- Handled all programming responsibilities
- Created a modular skill system to facilitate adding new content
- Presented to industry professionals, receiving positive feedback

### Game Jam Games

Programmed other smaller games for multiple Game Jams [Itch.io Link](#)

## EDUCATION

### Digital Games Bachelor (Erasmus)

Mar 2023 – Aug 2023 @ Cologne Game Lab - TH Köln University of Applied Sciences, Germany

### Game Development Bachelor

Sep 2020 – Aug 2023 @ Faculty of Design, Technology and Communication – IADE, Portugal

## SKILLS

#### Tools

- Unreal 4/5
- Unity
- GitHub / Plastic SCM

#### Programming

- C++
- C#

## LANGUAGES

- English – C2
- Portuguese – C2 (Native)

## INTERESTS

#### Basketball

- Played basketball since age 6 across different tiers and countries
- Coached players (ages Under-8 to Under-18) for three years