Carlos Marques

Software Engineer and Game Developer

Work Experience

Game Developer
Gamedev Técnico, a Portuguese youth association of university students with an interest in game development and adjacent areas.
February 2021 to Present (2 years, 7 months)

- Participated in 20 different game jams, more than any other colleague.
- Collaborated with over 50 programmers, designers, artists, writers, and musicians on a variety of creative projects
- Created games using Unity (C#) and Unreal Engine (Blueprints and C++), as well as various other art tools.
- Pitched and am currently leading development on Paper Park, a 3D collect-a-thon platformer, set it an arts and crafts theme park diorama, developed in Unreal Engine 5.

Education History

Bachelor of Computer Science
Institution: Faculdade de Ciências da Universidade de Lisboa
Year of Graduation: 2020

Master of Computer Science
Institution: Instituto Superior Técnico
Year of Graduation: 2023

Interests

Gaming
I have a huge passion for gaming and its history and regularly develop games, both as a programmer and designer.

Cinema
I have a huge passion for movies. My favorite directors are Akira Kurosawa and Sergio Leone.

Contact Info

Click here for my portfolio

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Relevant Skills

- Java
- HTML and JavaScript
- Python
- C#
- C/C++
- Git
- JIRA and Agile Methodologies
- Portuguese (Native)
- English (B1)

Soft Skills

- Critical Thinking
- Strong Comunication
- Project Management
- Flexibility and Adaptabality
- Public Speaking
- Eager and Able to Learn