Francisco Santos

Game Developer

🌍 **Porto, Portugal**

Started with Unity in 2016. Currently learning Unreal Engine 5. Plenty of experience with C# and C++. Complete developer with experience in different areas of game development such as AI, UI, Gameplay, Physics and Rendering.

Looking for challenging jobs where I can show and hone my skills.

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Work Experience

Software Developer
Critical Techworks *(Nov 2023 - Nov 2024)*

Wrote scripts in C++ and Typescript compiled to WebAssembly. Worked under Scrum and Agile methodologies

- Helped create the team and establish code best practices
- Wrote documentation to help onboard the new members

Game Developer
Critical Techworks *(Jun 2022 - Nov 2023)*

Developed games for video game lottery terminals in Italy

- Wrote 2 games from scratch to QA
- Actively participated in all stages of both games like art and sound design

Projects

Project: Elevator
Lead Developer *(Jan 2022 - Jun 2022)*

3D puzzle game made in Unity using C# as the final project for graduation

- Led a team of 4
- Worked on the rendering, gameplay and tool development
- Helped other members to solve their tasks

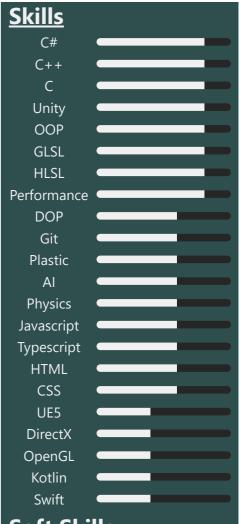### Final Sentence
Lead Developer *(Jun 2021 - Dec 2021)*

2D survival game made in Unity using C#

- Led a team of 3
- Mostly worked on developing AI systems such as a behavior tree, a pathfinding algorithm using A* and a map generator using compute shaders
- Worked on gameplay and tool development as well
- Helped other members to solve their tasks

Education

Bachelor in Digital Games Development Engineering
Polytechnic University of Cávado and Ave (IPCA) *(Aug 2019 - Jun 2022)*

Final Grade 17/20

Skills

- C#
- C++
- C
- Unity
- OOP
- GLSL
- HLSL
- Performance
- DOP
- Git
- Plastic
- AI
- Physics
- Javascript
- Typescript
- HTML
- CSS
- UE5
- DirectX
- OpenGL
- Kotlin
- Swift

Soft Skills

- Critical Thinking
- Independence
- Problem Solver
- Team Player
- Time Management
- Creativity