



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

Ludus Cristaltec (Jun 2022 - Nov 2023)

Developed games for video game lottery terminals in Italy using a proprietary language

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

Soft Skills

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