

# **Francisco Santos**

## **Game Developer**



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 Al, Ul, 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#

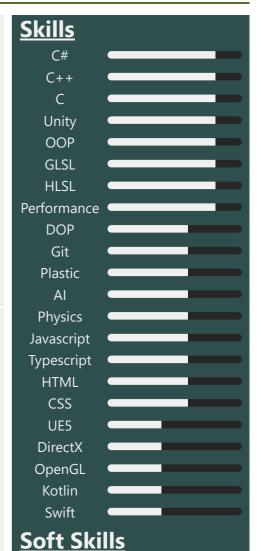
- Led a team of 3
- Mostly worked on developing AI systems such as a behavior tree, a pathfinding algorithm using A\* and a map generator using compute
- Worked on gameplay and tool development as well
- Helped other members to solve their tasks

## **Education**

**Bachelor in Digital Games Development Engineering** 

Polytechnic University of Cávado and Ave (IPCA) (Aug 2019 - Jun 2022)

Final Grade 17/20



Critical Thinking

Time Management

Independence **Problem Solver** 

Team Player

Creativity