



# Tomás Crespo

JUNIOR GAME PROGRAMMER

## Profile

Enthusiastic and self-taught junior game programmer with a passion for creating engaging video games. Proven ability to work effectively in team environments, contributing to collaborative projects with creativity and technical skills. Committed to continuous learning and development in the gaming industry.

## Contact



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## Skills

- Unreal Engine
- Unity
- GitHub
- C#
- HTML+CSS+JavaScript
- Java
- Teamwork
- Creativity
- C++

## Projects - Games Created

- ◆ Subjet 51  
Two weeks project game, where you need to try to escape the room before the doctor tries to make you his test subject, by finding clues (team of 6)(3 artists, 1 designer, 2 programmers)
- ◆ Salta Montes  
Game made in 2 weeks to apply to Breda to code in C++ in visual studio
- ◆ Pattox  
Game made for project grade in FIAP, (unity)
- ◆ Curious Crumbs  
A physics puzzle game. Made in GXP Engine (C#) in SAXION 1st year

<https://portfolioprogrammer.netlify.app/>

## Education

- Saxion University of Applied Science - Creative Media and Game Technologies  
Portfolio generation  
2023 - 2024  
Saxion, Netherlands
- Digital Games: Game Design, Development  
VR/AR- Associates Degree  
2021 - 2023  
FIAP, São Paulo
- High School Diploma  
2004 - 2020  
St.Paul's School, São Paulo

## Languages

- Spanish - Fluent
- English - Fluent
- Portuguese - Fluent