

Eduardo Miraldo

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Vila do Conde, Portugal

Timezone: UTC

Game Developer

I am a video-game developer with a passion for combining creativity with engineering. I'm always adapting to new challenges and I'm capable of organising and presenting projects independently.

Professional Experience

- **Fly London Experience**

February 2022 - Ongoing

Designed and implemented the mechanics for multiplayer mini-games: from conception to production. This happens in the context of a research partnership between Instituto Politécnico do Cávado e Ave and Fly London.

- **DECENIOLAND**

October 2022 - February 2023

Engineered and deployed Decenio's vision for digital presence

Education

- **BSc in Engineering and Development of Digital Games**

Instituto Politécnico do Cávado e Ave — 2020 - 2023

Focused on computer science and practical knowledge on all stages of game development.

- **Professional Degree in Sound Engineering**

Escola de Tecnologias, Inovação e Criação — 2018 - 2019

Technical concepts of sound production, recording and manipulation.

- **BSc in Philosophy**

Universidade do Porto — 2015 - 2018

Technical Skills

- C, C#, Lua, Kotlin, Swift
- Unity, Roblox Studio, Android Studio, Blender, FL Studio, Reaper

Languages

- Portuguese - Native
- English - Fluent