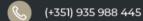
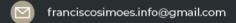


#### CONTACTS





- in linkedin.com/in/francisco-simoes/
- Rua Timor Loro Sae Lote A25, Lagoa

### **SKILLS**

- Fluent in English & Portuguese
- Knowledge of several design patterns
- Focused on Unity C#. Also capable of working with other languages.
- Adobe(Photoshop, Illustrator,
  Premiere & AfterEffects)

# FRANCISCO SIMÕES

#### **About**

I am a team-oriented and hard working programmer that thoughout the years has found great interest in game developement. Although i decided to be a programmer, i have also worked as a teacher and tutor which further developed my organization, leadership and teamwork skills.

#### Education

2018-2020 Videogame Developement Course

2 years ETIC\_Algarve - Escola de Tecnologias Inovação e Criação

- Ability to program fluently in C#;
- Proficiency in several important Unity components (Animator, Canvas, Navmesh, etc...);
- Mastery of Unity's interface;
- Proficiency of Object Oriented Programming;
- Understanding of Web Developement;
- Understanding of 3D modelling, texturing and animation (Blender);
- Knowledge of the several areas of game development;

2017-2018 Nobel International School of Algarve

1 year 12° Grade - Languages and Humanities Course

2013-2017 The Bemrose School- England

Developed the ability to speak english at a fluent level.

# **Professional Experiences**

## Teacher and Tutor at ETIC Algarve

- Organize and plan several lessons;
- Teaching Unity and C# with a little bit of pure programming;
- Planning of the entire course.;

### Adamastor Studio

- Responsible for online implementation with Photon;
- Refactoring and improving existing code;
- Closely worked with the rest of the team;
- Syncronization of random dungeon generation;



#### CONTACTS

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- Rua Timor Loro Sae Lote A25, Lagoa

## **SKILLS**

- Fluent in English & Portuguese
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- Adobe(Photoshop, Illustrator,
  Premiere & AfterEffects)

# FRANCISCO SIMÕES

#### Internship - DreamStudios

- Lead programmer for project "ViVo";
- Responsible for the UI(Unity Canvas);
- Developement of all systems in place (Al, Skills, etc);
- Worked closely with the design team;

## **Capabilities**

#### Digital Capabilities

- Game Developement Unity | C# | Object-Oriented Programming |
  Blender (Modelling) | Programas Adobe (Photoshop, Illustrator,
  After Effects e Premiere) | Spriter | Version Control (Git);
- IT- Microsoft Office | General computer skills.

## Linguistic Capabilities

- Portuguese Native;
- English Advanced;
- Spanish Independent;

#### Other

- Great organization;
- Capable of managing several tasks and working under pressure;

# PARTICIPAÇÕES E ATIVIDADES

- VR/AR Course (Current);
- VR Game Jam 2022;
- GMTK 2022;
- Lecture about Gamification for Project ERASMUS;
- Team lead for project EME 2022;
- Global Game Jam 2022;
- Global Game Jam 2019;
- Global Game Jam 2018;
- Lisbon Games Week 2019- ETIC Algarve Representative