



GONÇALO GUILHERME

GAMEPLAY
PROGRAMMER

ABOUT ME

IT worker with 600 hours of school internship experience. Well versed in C++ with multiple team projects. I am hardworking, punctual, and a good team worker. I am always ready to learn new techniques and information from within and outside of my area of expertise.

CERTIFICATES

- Linux Essentials | Dec 2019
- Networking Essentials | Dec 2020
- CCNA | May 2021

CONTACT INFO

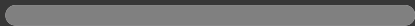
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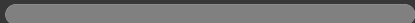
Website: <https://gonagui.github.io>

LANGUAGES

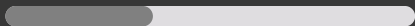
Portuguese



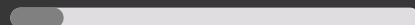
English



Spanish



French



WORK EXPERIENCE

IT Technician

*Escola Básica Canto da Maia, Ponta Delgada |
Jun 2021 - Jul 2021*

- Building and management of computers
- Management and installation of operating systems
- Installation and management of programs and peripherals
- Cable installation and management

IT Technician

*Direção Regional de Ciências e Tecnologias, Ponta Delgada |
May 2022 - Jul 2022*

- Cable management
- Management and installation of operating systems and peripherals
- Building and management of computers
- Installation and management of programs and networks

EDUCATION

Howest University

BA Game Development | 2023 - 2026

- C++ and C# development for modern engines
- Low level Programming
- Team projects

Domingos Rebelo High School (Ponta Delgada)

Network Installation and Management | Sep 2019 - Jul 2022

- Management and installation of networks
- Building and management of computers
- Use of Linux systems

TEAM PROJECTS

Beats From The Deep | Unreal Engine

Beats from the deep is a rhythm game couch co-op 4 player game where you hit the notes on beat to defeat a Cthulhu-like boss

Floppy Birds | Assembly 6502 (NES)

Floppy Birds is a spin on the smartphone classic allowing four player to play on the NES to compete against each other.

REFERENCES

Bruno Cabral

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