



Bruno Silva

Game Developer

I have been making small projects with Unity since high school, when I got to college I developed my coding skills and found my passion for making video games. During my last year I was working in a game company in Viana do Castelo, and then enrolled in a masters degree. I'm very flexible with technologies and a quick learner.



Work History

2020-01 -
2021-01

Unity Game Developer

Shadowmatic labs, Viana do Castelo, Viana do Castelo

- Used debugging techniques to identify issues with computer code and resolve errors.
- Created prototypes based upon design ideas.
- Conducted unit testing to deliver optimal game functionality.
- Collaborated with remote designers to create sleek and innovative UI design.
- Implemented networking on single player games.



Contact

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GitHub

[www.github.com/Hurtares](https://github.com/Hurtares)

LinkedIn

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Education

2020-09 -
Current

Master of Science: Game Development

Instituto Politécnico Do Cávado E Ave - Barcelos - Portugal

2015-09 -
2020-06

Bachelor of Science: Computer Graphics Engineering

Instituto Politécnico De Viana Do Castelo - Viana Do Castelo



Skills

Glitch and bug resolution



Coding skills



Agile Workflow



Software Best Practices





Languages

C#
JavaScript
Python
C
Java



Interests

Video Games
Roller Hockey
Formula 1
Food
Technology



Software

Unity
Git
Apache
Bash
Photoshop
Illustrator
3DMax