...\Experience\

An object-oriented gameplay programmer with experience in developing PC and cross-platform prototypes, as well as porting games to the Nintendo Switch

Honed my skills in team management, production, and leadership by leading a team responsible for developing and porting Nintendo Switch titles

Also experienced with VR and modding, adept at integrating into ongoing projects

Currently navigating the challenges of adulthood

Work experience

- Lead Programmer @ Semaeopus

Jun 2023 - Present

Managing my team's tasks while enhancing and integrating existing projects, developing and porting WebGL applications. Exploring blockchain technology and open-source game servers.

Unity, C#, on-chain, WebGL, Go (Golang), ubuntu/linux

- Lead Port Programmer @ Nerd Monkeys

Jan 2022 - Jun 2023

Managed teams, produced and ported original IP titles, worked in cross-platform development, and created tools and prototypes.

Unity, Game Maker Studio, Unreal, C#, JavaScript, C++, Agile methodoligies, JIRA, Source control

- Gameplay Programmer @ Red Cat Pig

Oct 2021 - Jan 2022

Joined mid-development to meet deadlines, quickly learned internal tools, and contributed to complex car physics and online integration.

Unity, Photon Engine, Physics research

- Port Programmer @ Nerd Monkeys

May 2019 - Oct 2021

Started as an intern, transitioned to a junior role, and eventually became a port programmer. Contributed to the production of studio IP titles, completed my first porting process, and developed new prototypes.

Unity, Game Maker Studio, Unreal, C#, C++, Blueprints

- Project Manager Internship @ Szczecin Art Academy

Feb 2019 - May 2019

Produced a VR serious game prototype during Erasmus to help hospitalized patients with low mobility stimulate their muscles using Bluetooth EMG signals in a 3D Unity environment. The project was approved by licensed doctors after the prototype stage

Unity, VR, Arduinos

- Internship @ Nerd Monkeys

May 2018 - Sep 2018

Entered the game industry by creating mobile prototypes with specific objectives and goals.

Unity, C#

- Being a Human

1998 - today

An optimistic kid raised by their grandparents, with a keen interest in adrenaline and challenges.

Anything with two wheels, Cooking, Souls veteran

Skills

- Software

Unity	●●●●●
Project Management	●●●●●
Quality Assurance	●●●●○
GameMaker	●●●●○
Unreal	●●●○○
Cooking	●●●○○

- Languages

C#	●●●●●
Lua	●●●●○
WebGL	●●●●○
Blueprints	●●●○○
C++	●●●○○
JavaScript	●●●○○
Go (Golang)	●●○○○

Education

- ETIC_Algarve
Higher National Diploma - Videogames

Game Design, 2D Art, C# in Unity, Advanced programming, Spriting and Animations, Design and interfaces, Production and marketing, project management

- Middle School Tomás Cabreira
Specialized Artistic Course in Communication Design

Adobe suite, blender, cinema 4D, brand creation, graphic design, video editing and editorial skills.

Languages

Native Portugues and fluent English