

João Inez Loulé, Portugal

Profile and Contacts

in joao-inez

) (+351) 913244408

<u>joaoinez.info@gmail.com</u>

Interests

I love to code and taking on new challenges. I'm always looking for new and interesting things to learn, and at the moment I'm focused on machine learning and data science

Professional Experience

Tiesports Software

Front-end and mobile developer

May 2018 - Present

Junior Developer where I work as part of a team in building a landing page <u>website</u> for the company and a mobile application, <u>Tempo Direto</u>, a time clock and attendance management app for employees.

- Front-end development in HTML5, CSS, Javascript with jQuery, Bootstrap and .NET
- Mobile development in React Native

Pink Dogs

Game Designer

Sep. 2016 - May 2018

Game Designer where I worked as part of a team in developing <u>Bifrost Spire</u>, a coop twin stick shooter game, that was a PlayStation Awards finalist, nominated for Best E-Sports and Press Award.

- Game development in Unreal Engine 4
- Game design in Google Docs and Google Sheets

Academic Background

Bachelor's Degree in Digital Games and Multimedia

Escola Superior de Tecnologia e Gestão do Instituto Politécnico de Leiria 2014 - 2017

Other Activities

PlayStation Awards Sep. 2017 - Jan. 2018

PlayStation Awards finalist, with the Bifrost Spire game, nominated for Best E-Sports and Press Award.

<u>Light 'Em Up</u> **2014 - 2015**

Bullet-hell game developed for Android in Unity 5.

Hardskills

Driver's licence

HTML, CSS, JavaScript, jQuery and 1 year of experience acquired at my Bootstrap current position and school projects React Native, Node.js and Android Experience acquired at my current position Studio **Unreal Engine 4** 2 years of experience acquired at my Pink Dogs and school projects 3 years of experience acquired in Unity 5 and C# school projects 1 year of experience acquired in **Python** personal and school projects Experience acquired in personal Flask projects mySQL Experience acquired in personal projects Experience acquired in school Java projects Autodesk Maya, Adobe Premier, Experience acquired in school Adobe Photoshop, Adobe Audition projects and Blackmagic Fusion **English** Proficient level

Category B