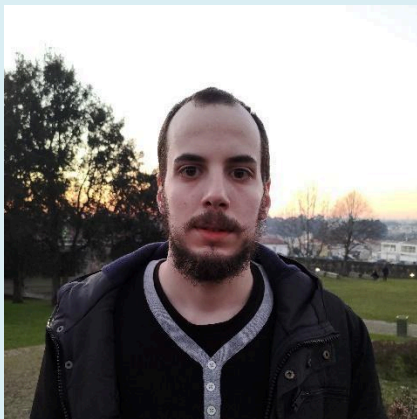# João Filipe Oliveira Vaz

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Porto, Portugal
www.linkedin.com/in/joao-vaz-519614153

Date of Birth: 21/03/1997

Nationality: Portuguese

Languages

Portuguese	■■■■■
English	■■■■□
Spanish	■■□□□
French	■■□□□

Skillset

C#
Typescript
Javascript
PixiJS
Unity
Unreal
C++
.NET
Java
GDScript
Godot
RPG Maker
OpenGL
Git
Scrum

Summary:

A highly motivated software engineer with 6+ years professional experience from 3D visualization to game development.

Professional Experience:

Software Engineer

Arkadium   *2022/Present*

Work on the development of both Solitaire Kitchen and Journey Match games as well as maintenance across the whole Arkadium portfolio and integration of micro transactions on the top hit games.

Software Engineer

FARO Technologies   *2018/2022*

Work on windows application with a 3D Viewer using C#, .NET and WPF, improving the quality and maintenance of the system while at the same time implementing new features.

MEng Thesis

ISEP   *2019/2020*

Development of an Augmented reality application to accurately guide users inside of buildings like malls or universities.

Internship

FARO Technologies   *3-2018/7-2018*

Curricular internship with the duration of 5 months with the objective of creating a virtual reality application using Unreal Engine to teach new employees.

Education:

Master of Informatics Engineering – Graphics Systems and Multimedia

Instituto Superior de Engenharia do Porto   *2015 to 2020*

Bachelor of Informatics Engineering

Instituto Superior de Engenharia do Porto   *2015 to 2018*

Other activities:

Portfolio: https://joaovaz21.github.io

Ex president of student branch NEI – Núcleo de Estudantes de Informática do ISEP.