



# Marco Antonio Araújo Dos Santos

**Home :** Portugal

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**Date of birth:** 20/03/2003 **Place of birth:** Porto, Portugal **Nationality:** Portuguese

## SKILLS

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Unreal Engine 5 | Unity | Roblox | C# | Luau | Git

## EDUCATION AND TRAINING

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[ 01/09/2023 – Current ]

### Videogames and Multimedia Design

*Universidade Lusófona - Centro Universitário do Porto*

**City:** Porto | **Country:** Portugal | | **Level in EQF:** EQF level 6

Programming Languages I

Programming Languages II

Programming Languages III

Game Design Project I

Game Design Project II

## PROJECTS

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[ 01/09/2025 – Current ]

### Nocturne Battlegrounds

Multiplayer arena pvp game where vampires fight for supremacy in a gothic town, their greatest enemy being the sun itself

**Link:** <https://www.roblox.com/pt/games/98777141866215/Nocturne-Battlegrounds>

[ 01/09/2024 – 14/01/2025 ]

### Cyber Enginner

Action roguelike top-down where players control a Engineer who must fight his own creations

[ 01/02/2025 – 30/06/2025 ]

### Save State

Puzzle game where the player manipulates objects to solve mechanical problems

## LANGUAGE SKILLS

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**Mother tongue(s):** Portuguese

**Other language(s):**

**English**

**LISTENING B2 READING B2 WRITING B2**

**SPOKEN PRODUCTION B2 SPOKEN INTERACTION B2**

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*