Leandro Brás

Game Dev / Programmer

I'm a Game Dev, having just finished my BSC in Video Games. I am experienced in working with multiple tools and programming languages. My favorite area of game development is the creation and programming of game-play mechanics.

EXPERIENCE

HEI-Lab Lusofona
December 2020 - March 2021

Programmer / Animator (Internship)

- Animated several paintings through the use of a neural network AI.
- Edited audio and video from the recordings for use in the animated paintings.
- Helped with the design and programming of the App.
- Used: C#, Audacity, Unity, Vuforia, AfterEffects, Photoshop, First-Order-Motion-Model AI

Betclic Group
October 2020 - December 2020

3D Modeler/Animator, Programmer (Freelance)

- Modeled several artists.
- Corrected motion-captured animation.
- Helped with programming of crowds and animations in Unity.
- Used: IClone Character Creator, Maya, Motion Builder, Unity, C#, Photoshop

Instituto Politécnico de Santarém
October 2013 - February 2014

IT Technician (Internship)

- Cleaned and Formated all the computers related to the department.
- Maintained and updated all software necessary for the students to work on.
- Troubleshooted all IT related issues in the department.
- Worked on and improved the department's web-site.

PROJECTS

"Champions of Tomorrow" game.
C#, Unity, Photon, Git

- Responsible for programming the game-play (character, interaction, mechanics), VFX (effects, animations) and UI (design and implementation).
- Responsible for programming the game's Net code, and all network related features.

"Pac-Man" game clone on the Windows Console.
C#, Git, Command line

- Responsible for programming a mini-engine that works with ascii/unicode "sprites" to render 2d graphics on the Window console.
- Programmed a collision system and a map file reader for easy map editing.
- Programmed the enemy AI systems.

CONTACTS

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@LeandroSWR

SKILLS

C#, C, C++, JavaScript, SQL,

HTML/CSS, Python.

TECHNOLOGIES

Git, *Linux, NodeJS*

OTHERS

Unity, Unreal, Office, Photoshop,

Illustrator, After Effects, Maya, Blender

LANGUAGES

Portuguese: *Native*
English: *Fluent*
Spanish: *Conversational*
French: *Basic*

EDUCATION

Universidade Lusófona de Humanidades e Tecnologias
Bachelor in Video Games

September 2017 - March 2021
Lisbon, PT

Etic_
3D Animation & VFX

September 2016 - June 2017
Lisbon, PT

Dr. Ginestal Machado
Computer Systems Programming and Management

September 2011 - June 2014
Santarém, PT