TIAGO CORREIA

COMPUTER ENGINEERING STUDENT

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📍 Lisbon, Portugal

🌐 https://linguinii.github.io/

SKILLS

- Python
- Java
- HTML5, CSS, Bootstrap
- JavaScript
- SQL
- Unity, C#
- Blender

EDUCATION

BACHELOR'S DEGREE IN INFORMATICS AND MULTIMEDIA ENGINEERING

Instituto Superior de Engenharia de Lisboa

2018 - Present

SOFT-SKILLS

- Drivers License B1, B
- Rugby Coach sub 12 level
- Competitive Rugby player for 4 years

PROFILE

I am a student in computer and multimedia engineering and I chose this BSc with the goal of becoming a game designer. At the moment I am working on finishing my BSc and I want to gain work experience in the area and eventually take a masters degree.

EXPERIENCE

CURRENT PROJECT - MEDIEVAL ADVENTURE GAME

03/2022- Present

Third person action fantasy game set in a medieval handmade world using a collection of modules from the unity asset store, unity built-in assets and characters from mixamo.

- Level design, Character controller, NPC development, Game programming, UI programming

ADITIONAL EXPERIENCE

Course

- Blender: Character design, modeling, rigging and and animation
- Unity: Level design (terrain, lighting, sound, special effects, post processing), Character controller, NPC development (enemies, boss, extras), Game programming, UI programming
- Python: Object oriented programming. Image, Video and Audio Processing using matplotlib and opencv. Machine learning algorithms using sklearn
- Java: Object oriented programming. Artificial Intelligence fundamentals based on search methods. Distributed Systems.
- Front-End: production of multimedia content (JavaScript, HTML, CSS). Database fundamentals (XML, XSLT, HTML)