André Monteiro

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🎓 Education

M.Eng. Game Development   10/2022 – present
Instituto Politécnico do Cávado e do Ave   Barcelos, Portugal

B.D. Game Design   09/2019 – 07/2022
Instituto Politécnico de Bragança   Mirandela, Portugal

🧠 Skills

Programming Languages
C++, C#, Python

Game Engines
Unity, Source, Source 2

Tools
Git, VSCode, VS2022, JetBrain

Fields
Game Engines, Networking, Tool Development, Gameplay Systems Architecture

📁 Projects

Caelum - IT Manager, Lead Programmer (Team of 10)   03/2022 – 07/2022
Caelum is Singleplayer/Co-op survival game where the player has to
survive and explore a world made of fragmented floating islands.
- Implemented Online Multiplayer using SteamAPI
- Designed and Implemented Inventory, Crafting, Farming Systems and
  Player Movement
- Implemented AI for several different animals.

Glade Party - Lead Programmer (Team of 6)   11/2021 – 01/2022
Glade Party is a Couch-Coop Party Game like Mario Party or Pummel
Party. You plan your moves in a board and play several minigames.
- Implemented an Input Manager for multiple players and AI simulation
- Designed and Implemented an AI framework for simulating player
  behaviors and a system for easily creating new minigames

CTRL/ESC - Lead Programmer (Team of 6)   05/2021 – 06/2021
Ctrl/Esc is a Survival Horror Game. You're a technician working in a school
during the holidays when weird stuff starts to happen.
- Designed and Implemented the Game Progression, Quests and a Save
  System.

Mutant Pizzas - Lead Programmer (Team of 3)   02/2021 – 03/2021
Mutant Pizzas is a "Plants Versus Zombies" clone featuring different
unicorns that fight against mutant pizzas.
- Designed and Implemented Multiple Levels, a Shop for buying in-game
  items and upgrades, and a Wave Manager tool inside Unity.