



## André Monteiro

**Date of birth:** 22/09/2001

**Nationality:** Portuguese

### CONTACT

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🌐 <https://github.com/Mastardy>

🌐 <https://mastardy.github.io/>

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### ABOUT ME

I'm a Game Developer looking forward to keep learning and improving. I'm a friendly guy and I'm always eager to help others. I've worked with few different teams during my studies, and I always appreciated making games with different people.

### LANGUAGE SKILLS

**MOTHER TONGUE(S):** Portuguese

**Other language(s):**

English

Listening  
C1

Reading  
C1

Spoken  
production  
C1

Spoken  
interaction  
C1

Writing  
C1

### DIGITAL SKILLS

#### SKILLS

C# | C++ | Unity Engine | OpenGL | Networking

### EDUCATION AND TRAINING

09/2019 – 07/2022 Mirandela, Portugal

● **B.A. Game Design** Instituto Politécnico de Bragança

Address Mirandela, Portugal

10/2022 – CURRENT Barcelos, Portugal

● **M.Eng. Game Development** Instituto Politécnico do Cávado e Ave

Address Barcelos, Portugal

### ADDITIONAL INFORMATION

#### Projects

05/2021 – 07/2021

● **Ctrl/Esc Assignment**

Ctrl/Esc is a Survival Horror Game, where you play as a technician fixing stuff in a school. While exploring all the rooms you find some strange things happening. As a Generalist Programmer I, along with another colleague, implement the whole game loop and mechanics.

Links <https://mastardy.itch.io/ctrllesc> | <https://gitlab.com/Mastardy/Ctrl-Esc>

03/02/2022 – 06/07/2022

● **Caelum Assignment**

Caelum is a Survival/Adventure Game inspired by games like Subnautica and The Legend Of Zelda: Breath Of The Wild. During the development, I was the only one responsible for programming in a team of 10 members. This was the bachelor's final project and we got graded 19 out of 20.

Links <https://github.com/Mastardy/Caelum/> | <https://caelumgame.itch.io/caelum-the-game>