



# André Monteiro

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🐙 **Github:** <https://github.com/Mastardy>

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

## ABOUT ME

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I'm a Game Developer looking forward to keeping learning and improving my qualities and reducing my flaws. I'm very friendly and always eager to help others out. I've worked with different teams and I always enjoyed it.

## LANGUAGE SKILLS

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**Mother tongue(s):** Portuguese

**Other language(s):**

**English**

**LISTENING** C1 **READING** C2 **WRITING** C1

**SPOKEN PRODUCTION** C1 **SPOKEN INTERACTION** C1

## DIGITAL SKILLS

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### My Digital Skills

#### Programming Languages

C++ | C# | Python | SQL

#### Game Development

Unity Engine | Networking | Tool Development | UI/UX

#### Tools

Git | WPF | Kanban Boards | Unity

## EDUCATION AND TRAINING

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[ 09/2019 – 07/2022 ] **Design Jogos Digitais**

**Instituto Politécnico de Bragança - Escola de Comunicação, Administração e Turismo** <http://www.esact.ipb.pt>

**Address:** Campus do Cruzeiro - Avenida 25 de Abril, Cruzeiro, Lote 2, Apartado 128, 5370-202, Mirandela, Portugal

## PROJECTS

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[ 03/2021 – 05/2021 ] **Mutant Pizzas**

### Game Synopsis

Mutant Pizzas is a 2D Tower Defense game. After an experimental test done by scientist unicorns, some pizzas became mutants and decided to look for revenge against humanity for eating them. Now unicorns have to defend the portal to the human world and prevent Mutant Pizzas from passing through it. Help the unicorns defend the portal that connects them with the human world from the mutant pizzas!

### Assignment

As the only programmer on the team, I had to implement everything. From Game Managers to small scripts to assist me in the development of the game.

<https://mastardy.itch.io/mutant-pizzas>

[ 05/2021 – 07/2021 ] **Ctrl/Esc**

### Game Synopsis

Ctrl/Esc is a Survival Horror Game, where you are a technician, fixing stuff in a school, while exploring all the rooms and discovering some strange information.

### Assignment

As the Lead Programmer, I led Lucas Mattos through out the course of the project. Together we implemented the whole game loop and mechanics. I also developed many tools inside Unity Engine to assist in development.

<https://mastardy.itch.io/ctrllesc>

<https://gitlab.com/Mastardy/Ctrl-Esc>

[ 11/2021 – 02/2022 ] **Glade Party**

### Game Synopsis

Glade Party is a Board Party Game inspired in games like Mario Party or Pummel Party. The Magical Forest is being destroyed by the natural disasters and you, as it's friend, have to save it. Join, you and up to 3 friends in this adventure to help the Magical Forest. Compete to be the biggest contributor and help the Forest's population to get back to normal.

### Assignment

As the Lead Programmer, I, once again, led Lucas Mattos through out the course of the project. Together we implemented a complex minigame system as well as the game loop and it's mechanics. I developed many tools inside Unity Engine to assist in development and helped the team get started with git and gitkraken.

<https://gitlab.com/Mastardy/Wait-Party-Game>

[https://youtu.be/z4L\\_zlCA8S0](https://youtu.be/z4L_zlCA8S0)

[ 03/02/2022 – 06/07/2022 ] **Caelum**

### Game Synopsis

Caelum is a Survival/Adventure Game inspired by games like Subnautica and The Legend Of Zelda: Breath of the Wild. After the world was destroyed and became a group of floating isles, you play as gabi who lives with his grandfather and sister. One day a colossal bird comes and destroys his house and kidnaps his grandfather. As gabi or his

sister, alone or together with someone else, play to build everything back and rescue your grandfather!

### **Assignment**

In a team of 10 members, I was the one responsible for leading the programming team during the development of the game. I made the base for every system in the game as well as the implementation of the Multiplayer Online using Steam Services.

<https://github.com/Mastardy/Caelum/>

<https://caelumgame.itch.io/caelum-the-game>