

André Monteiro

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🎓 Education

M.Eng. Game Development <i>Instituto Politécnico do Cávado e do Ave</i>	10/2022 – present Barcelos, Portugal
B.A. Game Design <i>Instituto Politécnico de Bragança</i>	09/2019 – 07/2022 Mirandela, Portugal

🧠 Skills

Programming Languages

C++, C#, Python

Game Engines

Unity, Source, Source 2

Tools

Git, VSCode, VS2022, JetBrains

Fields

Game Engines, Networking, Tool Development, Gameplay Systems Architecture

📁 Projects

Caelum - IT Manager, Lead Programmer (Team of 10) <i>Caelum is Singleplayer/Co-op survival game where the player has to survive and explore a world made of fragmented floating islands.</i> <ul style="list-style-type: none">• Implemented Online Multiplayer using SteamAPI• Designed and Implemented Inventory, Crafting, Farming Systems and Player Movement• Implemented AI for several different animals.	03/2022 – 07/2022
Glade Party - Lead Programmer (Team of 6) <i>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.</i> <ul style="list-style-type: none">• 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	11/2021 – 01/2022
CTRL/ESC - Lead Programmer (Team of 6) <i>Ctrl/Esc is a Survival Horror Game. You're a technician working in a school during the holidays when weird stuff starts to happen.</i> <ul style="list-style-type: none">• Designed and Implemented the Game Progression, Quests and a Save System.	05/2021 – 06/2021
Mutant Pizzas - Lead Programmer (Team of 3) <i>Mutant Pizzas is a "Plants Versus Zombies" clone featuring different unicorns that fight against mutant pizzas.</i> <ul style="list-style-type: none">• Designed and Implemented Multiple Levels, a Shop for buying in-game items and upgrades, and a Wave Manager tool inside Unity.	02/2021 – 03/2021