

PROFESSIONAL EXPERIENCE

Software Developer Critical Techworks Jun 2024 – Present

- Developed software for automotive components, working within a Scrum and Agile framework to ensure iterative development, continuous integration, and timely delivery of high-quality solutions.
- Worked on the car central ECU responsible for delivering customer facing functionalities and provide services to other connected ECUs

Leveraged Knowledge: in Git, C++, Autosar, Bazel, Scrum and GTest

UI Programmer Abertay University Sep 2017 – Jun 2020

- As a university module, developed a prototype of an idle RPG in collaboration with the company Spilt Milk.
- Implemented the UI of the prototype and contributed to several gameplay systems.
- Played a key role as the primary communicator and spokesperson for the programming team

Leveraged Knowledge: in Git, Unreal Engine, Unreal Engine UMG, UX/UI design, and C++.

EDUCATION

Dundee, UK Abertay University Sep 2020 – Jun 2023

- Bachelor of Science in Computer Game Applications Development. Merit classification, GPA: 3.3
- Coursework: Software Foundations; Computer Architecture; Algorithms; Artificial Intelligence; Graphics Programming

Lisbon, Portugal Instituto Superior Técnico Sep 2017 – Jun 2020

- Attended Electrical Engineering.
- Coursework: Computer Architecture; Algorithms; Advanced Mathematics; Physics;

INDEPENDENT PROJECTS

Website: <https://miguel-anastacio.github.io> (for additional information and project demos)

Grand Strategy Style Map

A plugin for Unreal Engine published on the Epic Games Marketplace. It facilitates the development of Grand Strategy style maps, like the ones present in games such as Europa Universalis IV, in Unreal Engine.

Main features include:

- Map generation based on user provided data, Interactive map split into provinces.
- Map navigation controls in spherical and flat maps.

Leveraged Knowledge: in Unreal Material editor, Data structures, C++, and Graphics Programming.

Project Few

Game demo in Unreal Engine. A single player dogfighting game where the player controls a fighter plane.

Main features include:

- A realistic flight physics simulation that was adjusted to create a pleasant gameplay experience.
- An AI capable of adapting to the terrain and engage the player, its behaviour is controlled by a state machine.

Leveraged Knowledge: in AI strategies for games, Physics Simulations, Unreal Engine AI framework.

SKILLS

Programming Languages

- Proficient: C, C++
- Familiar: C#, JavaScript, HTML/CSS

Tools:

- Proficient: Unreal Engine 5, Git, Visual Studio
- Familiar: Unity Engine, GTest