

EDUCATION

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|--|-----------------------------------|----------------------------|
| Dundee, UK | Abertay University | Sep 2020 – Jun 2023 |
| <ul style="list-style-type: none">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 |
| <ul style="list-style-type: none">Attended Electrical Engineering.Coursework: Computer Architecture; Algorithms; Advanced Mathematics; Physics; Chemistry. | | |

PROFESSIONAL EXPERIENCE

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| UI Programmer | Abertay University | Jan 2023 – Jun 2023 |
| <ul style="list-style-type: none">As a university module, I was part of a team of 7 that 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.Managed project source control using Git, ensuring version control integrity, and enabling smooth collaboration among team members. <p><u>Leveraged Knowledge:</u> in Git, Unreal Engine, Unreal Engine UMG, UX/UI design, and C++.</p> | | |

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 Europa Universalis IV or Hearts of Iron 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 dogfighting game where the player controls a WW2 style fighter plane. The game loop is a team deathmatch style round with 29 AI controlled planes and one player.

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