





MIGUEL ANASTÁCIO



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 Lisbon, Portugal

 <https://miguel-anastacio.github.io/>

SKILLS

- Unreal Engine
- C++
- Version Control
- Mathematics
- Problem-Solving
- Strong Communication
- Team working
- Adaptability

LANGUAGES

ENGLISH: Profficient

PORTUGUESE: Native

PROFILE

Passionate and driven, with a keen interest in software development. Mainly in games programming and in web applications. Strong communication skills and ability to work well in a team.

EXPERIENCE

UI & GAMEPLAY PROGRAMMER

Wombat Rampage

01/2023 - 06/2023

- As a university module, my team (Wombat Rampage) developed a prototype of an idle RPG in collaboration with Spilt Milk. It was developed using Unreal Engine. I was responsible for programming the UI and contributed to several others gameplay systems.

TOUR GUIDE

Seacret Tours

06/2022 - 09/2022

- Provide information about the coast and wildlife of the south of Portugal,
- Assisting the boat skipper in nautical maneuvers and safety procedures

MARKETING ASSISTANT

Zoomarine

06/2016 - 08/2016

- Conducted client satisfaction surveys
- Updated the existing stock of photographs to a digital format

EDUCATION

ABERTAY UNIVERSITY

BSc in Computer Games and Applications Development
2020 - 2023

INSTITUTO SUPERIOR TÉCNICO

2017 - 2020