

Alex Nogueira

✉ nogueira.alex.1999@gmail.com ☎ (+352) 621 492 123 📁 Portfolio [in](#) [LinkedIn](#) [GitHub](#)

Professional Experience

Intern Software Engineer

01/2021 – 07/2021

Envision Entertainment GmbH. [🔗](#)

Germany

- Implementing and Designing new Tools for the in-house Engine
- Implementation and Design of a fallback System for Gamepad support for an existing Mouse only UI System
- Debugging in a multithreaded environment to resolve issues in the asset pipeline.

Intern Software Engineer

05/2020 – 07/2020

EduGamiTec [🔗](#)

Luxembourg

- Designing a System Architecture and API for the MemoMoti Quiz System.
- Programming Interactive & Responsive Elements and underlying Systems.
- Optimizing for performance to target Web + Mobile Platforms

Education

Bsc. (Hons.) In Computing In Games Engineering

10/2020 – 05/2022

Dundalk Institute of Technology [🔗](#)

Ireland

Solo and Group Projects, Modular Interactive Systems Development (C#), OOP, Physics Simulation, AI (Neural Networks, Linear Regression, A*, SVM's, ID3, Q-Learning, Swarm Intelligence), Network Programming (C++, Network Optimization Techniques, Bandwidth Optimization Techniques)

BTS Game Programming and Game Design

08/2018 – 07/2020

BTS - LTAM [🔗](#)

Luxembourg

OOP & Design Patterns, Games Engines, Solo and Group projects, UI/UX, Project Management, 2D/3D Mathematics, Databases, VR+AR

General Certificate Of Secondary Education - Advanced Level In General Technical Stream, Subject Area Computer Science

09/2011 – 06/2018

LTAM [🔗](#)

Luxembourg

Skills

Programming Fundamentals

OOP, Data structures & Algorithms, Design Patterns, SOLID, Networks, Debugging, Databases, RESTful API

Math

Strong 2D/3D skills, Matrices, Iterative Methods, Intuitive understanding

Game Development

Tool, Engine, Gameplay and Shader (HLSL) Development. Unity, Unreal Engine, VR+AR Dev

Programming Languages

C#, C++, Java, SQL

DevOps

Git, Perforce, CI/CD