



Alex Nogueira

✉ nogueira.alex.1999@gmail.com

☎ (+352) 621 492 123

in [in/nogueira-alex](https://www.linkedin.com/in/nogueira-alex)

Professional Experience

Software Engineer

Winning Streak Games GmbH. 

08.2022 – present

Cologne, Germany

- Responsible for a C++ Tool which is a critical part of the product requirements.
- Collaborated with users to improve my product on a weekly feedback loop basis.
- Increased GPU performance by 80% and reduced memory usage substantially.
- Implemented support for new Technologies for the in-house engine.

Intern Software Engineer


Envision Entertainment GmbH. 

01.2021 – 07.2021

Ingelheim, Germany

- Took ownership and develop a new Level Editing Tool.
- Supported development of in-house Engine Tools using C#, .Net and WPF.
- Implemented and Designed a safety system to natively support new peripherals.

Intern Software Engineer

EduGamiTec 

05.2020 – 07.2020

Luxembourg

- Implemented and Designed a software library for the company's Quiz System.
- Optimized for performance to target Web + Mobile Platforms.

Education

Bsc. (Hons.) In Computing In Games Engineering

Dundalk Institute of Technology 

10.2020 – 05.2022

Ireland

OOP (C#), Physics Simulation, AI (Neural Networks & more), Network Programming (C++, Network Optimization Techniques)

BTS Game Programming and Game Design

BTS - LTAM 

08.2018 – 07.2020

Luxembourg

OOP & Design Patterns, Interactive Systems, 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

LTAM 

09.2011 – 06.2018

Luxembourg

Skills

Programming Fundamentals

OOP, Data structures & Algorithms, Design Patterns, SOLID, Networks, Databases

Tools/Others

VS Profiler, RegEx, Linux

Programming Languages

.Net C#, C++, SQL, Java

Math

Excellent Analytical and Problem Solving skills, Strong Intuition

DevOps

Git, CI/CD (Jenkins, Teamcity), Unit Testing