

# PAULO RODRIGUES

GAMEPLAY PROGRAMMER & GAME DESIGNER



## CONTACT

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🌐 paulorodrigues12.github.io

## SKILLS

- Collaboration
- Adaptability
- Teamwork
- Time Management
- Organization
- Effective Communication
- Critical Thinking
- Problem Solving

## LANGUAGES

- Portuguese (Fluent, Native-Tongue)
- English (Advanced Level)



## PROFILE

Hey! I'm Paulo Rodrigues, a Gameplay Programmer and Game Designer from Portugal! I've been developing games since I finished high school.



## WORK EXPERIENCE

**DuGuT Foundation** 2021 - 2022  
Sustainability Company

- Worked as a Gameplay Programmer and Game Designer for DuGuT's Metaverse Project.



## EDUCATION

**Professional Course - Computer Systems Management and Programming Technician** 2017 - 2019  
Escola Secundária da Maia

- This course was where I started learning how to program and tried to learn more. I learned, on my own, to program in C# and that's how I made my first game, which was presented as my professional aptitude test for the course.

**CTeSP - Multimedia and Digital Games** 2019 - 2022  
Instituto Politécnico da Maia

- Learned to work with multimedia tools and project organization tools.

**Degree - Digital Game Development** 2022 - 2025  
Instituto Politécnico da Maia

- Start of my portfolio and worked to become a Gameplay Programmer.