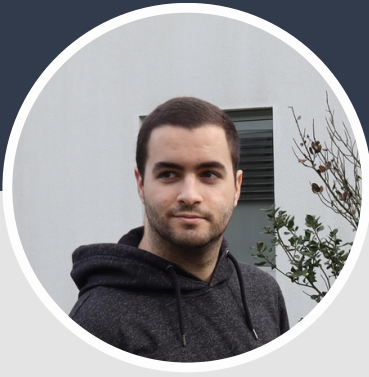# PAULO RODRIGUES

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
- C#
- Unity

LANGUAGES

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

WORK EXPERIENCE

Worlds4Education, Lda   2025
Games and Educational Environments

- Contributed as a Gameplay Programmer and Game Designer for an educational digital game developed for Banco de Portugal.

DuGuT Foundation   2021 - 2022
Sustainability Company

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

SOON Business Solutions   2018 - 2019
Enterprise IT Solutions Company

- Provided IT support, distributed technical solutions, built and tested custom computers for clients.

EDUCATION

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

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

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

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

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.

OTHER PROJECTS

DJD GameJam

- Developed a small Game Jam restricted to students of the Digital Game Development University Degree Course in Instituto Politécnico da Maia.