# Alexandre Monteiro

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Nationality: Portuguese

## Summary

Video game developer characterized by design and problem-solving skills, with experience in teamwork and work simulation environments.

## Education

**INSTITUTO DO CÁVADO E AVE, BARCELOS, PORTUGAL**          Sep. 2019 – Jun. 2022
Bachelor's in Digital Games Development Engineering

**NORD UNIVERSITY, LEVANGER, NORWAY**          Aug. 2021 – Jun. 2022
ERASMUS in the Games and Entertainment Technology Bachelor's

**GOTHENGURG UNIVERISTY, GOTHENBURG, SWEDEN**          Aug. 2022 – Present
Master's in Game Design and Technology

## Professional Experience

**PESQUISA E MÉTODOS, GAIA, PORTUGAL**          May 2019 – Aug. 2019
Functional Analyst
Full-time functional analyst in the "Pesquisa e Métodos" software company in Gaia, Portugal.

**RESTAURANG ASSISTANTS, GOTHENBURG, SWEDEN**          Dec. 2023 – Feb. 2024
Waiter
Part-time waiter for banquets in the "Restaurang Assistants" company in Gothenburg, Sweden.

**UNIVERSITY OF GOTHENBURG, GOTHENBURG, SWEDEN**          Jan. 2024 – Mar. 2024
Teacher Assistant
Part-time teacher assistant in the course "Design and construction of digital games" in Gothenburg University, Gothenburg, Sweden.

**CHALMERS UNIVERSITY OF TECHNOLOGY, GOTHENBURG, SWEDEN**          Aug. 2024 – Nov. 2024
Teacher Assistant
Part-time teacher assistant in the course "Advanced Requirements Engineering" in Chalmers University of Technology, Gothenburg, Sweden.

**CHALMERS UNIVERSITY OF TECHNOLOGY, GOTHENBURG, SWEDEN**          Jan. 2025 – Mar. 2025
Teacher Assistant
Part-time teacher assistant in the course "Design and construction of digital games" in Gothenburg University, Gothenburg, Sweden.

## Languages & Skills

- Portuguese: Native; English: Fluent (C2); Japanese: Beginner (N5).
- Skills: C#: Intermediate; C++: Intermediate; C: Basic; SQL: Intermediate; PHP: Basic; Visual Studio: Intermediate; Unity: Intermediate+; GitHub: Intermediate; Unreal Engine: Basic; Godot: Basic; Autodesk Maya: Basic; Autodesk 3ds Max: Basic+; Adobe Photoshop: Intermediate; Microsoft Excell: Basic+; MonoGame: Basic; Audacity: Basic; LaTeX: Basic.

## Additional Information

- LinkedIn: https://www.linkedin.com/in/alexandre-monteiro-game-dev/
- Portfolio: https://quick-bolt.github.io/
- ITCH.IO Publications: https://quickbolt.itch.io/

- Awards: "Best Game Idea" award at the IPCA game jam in July 2021;

  "Most Fun Game" award at the Gothenburg University Spooky game jam in October2023;
- NORD university: during my stay I worked on "GameLab", a job simulation class that involved working with a team to develop a game. Some aspects of it: weekly team and executive meetings with teachers/guest from the game industry, pitching, prototyping, designing, coding, etc.
- Hobbies: image editing in Photoshop, drawing, creating games in Unity, playing and analyzing tons of video games, listening to the grooviest music, hiking and camping.