

# Alexandre Monteiro

[alexandre.vieiramonteiro1@gmail.com](mailto:alexandre.vieiramonteiro1@gmail.com)

Address: Domherrevägen 7,  
41572 Göteborg

Phone: +351 912055005

Nationality: Portuguese



## Summary

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

## Education

<b>INSTITUTO DO CÁVADO E AVE, BARCELOS, PORTUGAL</b> Bachelor's in Digital Games Development Engineering	Sep. 2019 – Jun. 2022
<b>NORD UNIVERSITY, LEVANGER, NORWAY</b> ERASMUS in the Games and Entertainment Technology Bachelor's	Aug. 2021 – Jun. 2022
<b>GOTHENGURG UNIVERISTY, GOTHENBURG, SWEDEN</b> Master's in Game Design and Technology	Aug. 2022 – Present

## Professional Experience

<b>PESQUISA E MÉTODOS, GAIA, PORTUGAL</b> Functional Analyst Full-time functional analyst in the "Pesquisa e Métodos" software company in Gaia, Portugal.	May 2019 – Aug. 2019
<b>RESTAURANG ASSISTANTS, GOTHENBURG, SWEDEN</b> Waiter Part-time waiter for banquets in the "Restaurang Assistants" company in Gothenburg, Sweden.	Dec. 2023 – Present
<b>UNIVERSITY OF GOTHENBURG, GOTHENBURG, SWEDEN</b> Teacher Assistant Part-time teacher assistant in the course "Design and construction of digital games" in Gothenburg University, Gothenburg, Sweden.	Jan. 2024 – Mar. 2024
<b>CHALMERS UNIVERSITY OF TECHNOLOGY, GOTHENBURG, SWEDEN</b> Teacher Assistant Part-time teacher assistant in the course "Advanced Requirements Engineering" in Chalmers University of Technology, Gothenburg, Sweden.	Aug. 2024 – Nov. 2024
<b>CHALMERS UNIVERSITY OF TECHNOLOGY, GOTHENBURG, SWEDEN</b> Teacher Assistant Part-time teacher assistant in the course "Design and construction of digital games" in Gothenburg University, Gothenburg, Sweden.	Jan. 2025 – Mar. 2025

## 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://alexandre.vieiramonteiro.wixsite.com/alexandremonteiropor>
- 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 October 2023;
- 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.