TIAGO PERES

Gameplay Programmer

Skills

- C++ and Blueprints
- Unreal Engine 5
- C#
- Unity 2D/3D
- Dedicated team member
- Project management (GitHub, Notion)
- Creative, critical thinking

Languages

English (Native)

Portuguese (Fluent)

Contacts

📞 +351-967904898

✉ tiagoperes5001@gmail.com

📍 Lisbon, Portugal

in Tiago Peres

About Me

As a gameplay programmer I want to provide players with immersive and memorable gaming experiences. Therefore I communicate and work well in a team to create the best game possible. As a graduate in Games Development, I am looking for internships and positions to evolve and contribute my skills and dedication to the gaming industry.

Education

IADE - Creative University
BSc Games Development

2021 - 2024

- C#
- C++
- Unity 2D/3D
- Unreal Engine 5
- Other languages/systems: Lua, JavaScript, PostgreSQL, p5.js, Android Studio

Coventry University
BSc Games Technology

Jan - April 2024
Erasmus

- C#
- C++
- Unity 3D
- Blender 3D

Projects

RevoGuard Duel - Unreal Engine 5
Gameplay Programmer, Game Designer

Sep 2023 - Jan 2024
w/ documentation

- Character movement and shooting
- Basic online multiplayer integration
- Level/arena design
- UI (with menus) and effects (Niagara system)

AfterSky - Unity 3D
Gameplay Programmer, Game Designer

Feb - May 2023
w/ documentation

- Character movement and integration of animations
- AI
- UI (with menus) and effects (particle system etc.)
- Level design

States of Delusion - Unity 2D
Gameplay Programmer, Game Designer/Artist

Sep 2022 - Jan 2023
w/ documentation

- Character movement, shooting and art
- Weapons system (ammo, types, pickup)
- UI (with menus)
- Level design