



# 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

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 [Portfolio](#)

 [Tiago Peres](#)

 Lisbon, Portugal

## 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**

2021 - 2024

*BSc Games Development*

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

**Coventry University**

Jan - April 2024

*BSc Games Technology*

Erasmus

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

## Projects

**RevoGuard Duel - Unreal Engine 5**

Sep 2023 - Jan 2024

*Gameplay Programmer, Game Designer*

w/ documentation

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

**AfterSky - Unity 3D**

Feb - May 2023

*Gameplay Programmer, Game Designer*

w/ documentation

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

**States of Delusion - Unity 2D**

Sep 2022 - Jan 2023

*Gameplay Programmer, Game Designer/Artist*

w/ documentation

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