TOMÁS VICENTE

Game Developer
Gameplay Programmer

CONTACT

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🐙 **TomVic20849**

🌐 **https://tomvic20849.github.io**

📍 **Lisbon, Portugal**

SKILLS

- Unreal Engine
- Unity Engine
- C++
- C#
- JavaScript
- Lua
- Image and Video Editing

LANGUANGES

- Portuguese (Native)
- English (Upper Intermediate/B2)

PROFILE

A passionate gamer driven by a deep fascination for the artistry and mechanics behind video games, eager to explore their capacity to deliver immersive experiences and life lessons. Recently completed the Bachelor's Degree in Game Development at IADE - Creative University in Lisbon. Seeking opportunities to apply creativity and technical skills to craft captivating gaming experiences.

EDUCATION

IADE - Creative University
B.A. in Games Development | 2021 - 2025
- Unreal Engine
- Unity Engine
- C++
- C#
- JavaScript (Nodejs, Express)
- Lua (Love2D)

EPGE
Multimedia Course | 2018 - 2021
- Image and Video editing
- Unity Engine
- JavaScript