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

University of Bradford - Erasmus

B.A. in Game Design and Development
'25 of Jan - '25 of May

- Unity Engine
- C#

IADE - Creative University

B.A. in Games Development
2021 - 2025

- Unreal Engine
- Unity Engine
- C++
- C#
- JavaScript (Nodejs, Express, Phaser)
- Lua (Love2D)

EPGE

Multimedia Course
2018 - 2021

- Image and Video editing
- Unity Engine
- JavaScript