



TOMÁS RIBEIRO

Game Programmer | Game Designer



tomasaribeiro.github.io



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Porto, Portugal

EDUCATION

Digital Games Development

University of Maia

2022 - Now

Multimedia Technician

Escola Artística e Profissional Árvore

2017 - 2020

SKILLS

- Professional experience in multiple fields of work
- Receptive to feedback and criticism
- Adaptable to different situations and workflows
- Confident public speaker and great communicator

LANGUAGE

Portuguese - Native

English - C2

Spanish - A2

French - A2

About Me

I am an aspiring game developer with a strong focus on programming and designing game mechanics. My passion lies in analyzing various games and genres to uncover what makes them engaging and recreating that sense of enjoyment in my own projects.

In addition to game development, I have experience in diverse digital domains, including video and image editing, 3D modeling, and marketing. I also bring valuable traditional work experience in customer service, which has honed my communication and problem-solving skills.

WORK EXPERIENCE

2021 - 2021

Francisco Sá Carneiro Airport

Customer Service

2020 - 2020

Continente, Sonae

Logistics Operations

2019 - 2019 and 2020 - 2020

Bynet - Comunicação Digital

Digital Marketing Intern

PROJECT EXPERIENCE

I have developed projects in multiple different areas of the digital landscape for many years now, including, but not limited to:

- Programming
- Game Design
- 3D modeling and texturing
- Video and image editing
- Marketing
- Team coordination

DIGITAL SKILLS

Game Engines

Unity, Godot, Unreal (familiar)

Art software

Blender, Substance 3D, Aseprite

Video/Image editing

Premiere Pro, Photoshop

Microsoft Office

Word, Excel, Powerpoint