

Bernardo Mendes



Contact

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Languages

Portuguese – A1

English – A2

Spanish – A3

Hobbies

- Storytelling Enthusiast
- Cooking and Mixology
- Playing/Listening to Music
- Travelling

Summary

Graduate Game Developer specializing in software development. Experienced with all stages of the development cycle and project management methodologies be it Agile or Waterfall. Well-versed in numerous programming languages such as C# and C++ as well as experience in the industry's biggest game engines Unity and Unreal. Strong background in project management, quality assurance and optimization.

Skill Highlights

- Project management
- Strong decision maker
- Complex problem solver
- Creative design
- Positive mindset
- Attentive to detail

Experience

Lead AI Programmer and Quality Assurance Tester - 09/2021 to 12/2021

Mysteric Studios, Southampton

- Cooperate with designers to create clean interfaces in Unity for them to work on scenes/levels.
- Delegation of tasks and time allocation for department members.
- Code review and bug testing for quality assurance and faithfulness to planned design.
- Development of AI algorithms and entity behaviours.
- Some experience with Level Design and level building tools like Unity ProBuilder or Unreal's geometry brushes.

Education

Bachelor of Science: Computer Games – 2019 - 2022

Solent University, Southampton, UK

Hard-Skills Highlight

Cisco Networking Academy (CCNA): **Systems, Networking, LAN/WAN Management.**

Programming Languages: **C#,C++,SQL,Python,HTML5,PHP,CSS,JS**

3D Modelling: **3dsMax, Adobe Substance3D.**

Game Engines: **Unity, Unreal 4/5.**

Graphics Libraries: **SDL, DirectX.**