





LUIS ANDRÉ PEREIRA DUARTE

Eindhoven, The Netherlands 
andre.pereira.duarte@gmail.com 
www.linkedin.com/in/adoart 
adoart.github.io 



OBJECTIVE

“Create something new every day.”



EXPERIENCE

Senior Developer | Manus

2021 – PRESENT Eindhoven, The Netherlands

- Responsible for developing and building in Unity a tool for setting up skeletons used to animate hand/full body models.
- Developed new features as part of the product evolution.
- Maintained integration plugins with Unity and Unreal.
- Developed on a C++ SDK used as middleware between Manus software and third-party software.
- Worked on a VR interaction system using Manus hand tracking gloves.
- Built a code generator to automate the generation of C++ SDK API into a C# API (Marshall) used in Unity projects.

Senior Developer | Second Floor B.V.

2012 – 2021 Amsterdam, The Netherlands

- Part of the development team of Second Floor's main product, using agile methodologies.
- Implemented several new features as part of the product evolution according to the client's needs.
- Built integrations with several external calculation engines and platforms.
- Responsible for the development of a solution for Stress testing analysis.
- Responsible for maintenance and warranty of several modules.
- Supported multiple clients with installation and troubleshooting.

Software Engineer | Critical Software S.A.

2006 – 2012 Coimbra, Portugal

- Requirement analysis.
- Technical Documentation Writing.
- Implementation of several modules mostly in web applications.
- Responsible for maintenance and warranty of several modules.
- Part of the development team for a communication platform for the insurance industry.
- Part of the development team for a distributed SCADA (supervisory control and data acquisition) system built to collect process and analyse information retrieved from renewable energy production parks.
- Built a SOAP based web-service which was integrated in the ESA website.

Teacher | EPTOLIVA Professional School

2004 – 2005

Oliveira Do Hospital, Portugal

- Teaching of several Information Technology Disciplines.



EDUCATION

B.S. in Computer Engineering and Systems | Institute of Engineering of Coimbra
2004

Programming using several languages, programming and administration of Oracle Databases, Computer Graphics, planning and administration of Computer Networks.



CERTIFICATES

Unity Essentials Pathway | Unity Technologies 2020

Unity Junior Programmer | Unity Technologies 2020

Game Development for Modern Platforms | Coursera 2016

Introduction to Game Development | Coursera 2015

Principles of Game Design | Coursera 2015



SKILLS

Soft

- Hard-Working
- Perseverance
- Creative thinking
- Team player

Languages

- Portuguese (native)
- English (proficient)

Technical

- Programming in several languages: C, C + +, C #. NET, Java, HTML, ASP, JavaScript
- Frameworks: J2EE, GWT, JPA, Hibernate, Spring, ActiveMQ, Ext JS, Three JS
- Knowledge of database: SQL, PL/SQL, Oracle, MS SQL, PostgreSQL, Liquibase
- Knowledge of Computer Graphics: Blender, OpenGL, WebGL, Unity
- Knowledge of: Git, Jira, Bamboo, Bitbucket, Office, Windows, Linux



ABOUT ME

Fascinated by Computer Graphics and Game Development. I consider myself very versatile with great team spirit and always giving my best in all situations.