

Experience

2015 – **Junior Engine Programmer**, *Crytek*.

current Working on bug fixes, documentation and feature requests on the Support Team for [CryEngine](#).

2014 **Google Summer of Code 2014**, *Blender Foundation*.

Project “BGE - Cleanup & Support” consisting of bugtracker support, bugfixing and cleanup of specific areas related with Blender’s Game Engine. See the [wiki page](#) and [final report](#).

2014 **Blender Cloud**, *Blender Institute*.

Development of the [Blender Cloud](#) infrastructure during the Gooseberry Open Movie campaign. Used Python, Flask and JavaScript.

Games

2010 – 2012 **Crystallia**, *Academic Project*, Game Designer, Programmer, Producer, [See more](#).

2Player 2D action-strategy game for tablets. Built with a custom Java engine based on the Android SDK.

2009 – 2011 **Game Jams**, *Ludum Dare - 72h*, Programmer, Game Designer.

[Eggscape](#) ranked #5 in Innovation and #10 in Graphics and Overall. [Tiny Journey](#) Ranked #7 in Mood.

Education

2011 – 2014 **MSc in Information Systems and Computer Engineering**, *Instituto Superior Técnico*, Taguspark, Lisbon, Portugal, 18.4/20.0 [See full details](#).

- **Master thesis:** “Exploring Challenges in Avatar-based Translation from European Portuguese to Portuguese Sign Language” - a project to study and list open problems in a proposed pipeline involving Natural Language Processing and Animation Synthesis. [See more](#)

- **Major:** *Multimedia*

- **Minor:** *Artificial Intelligence*

- **Application Area:** *Games and 3D Simulation*

2007 – 2011 **BSc in Information Systems and Computer Engineering**, *Instituto Superior Técnico*, Taguspark, Lisbon, Portugal, 14.6/20.0 [See full details](#).

Skills

P. Languages C, C++, Java, Common Lisp, Scheme, Python, Lua

Web HTML, CSS, PHP, JavaScript, D3, Flask

Databases SQL (PostgreSQL, MySQL and SQLite), ORM, design

3D Graphics OpenGL, GLSL, real-time shaders, rendering pipeline, acceleration and AI algorithms, rigid bodies, animation systems, image-based effects, Blender, knowledge of artists pipeline

Engines CryEngine, Ogre3D, custom C++ and OpenGL, Blender GE, FlashPunk, custom 2D for Android

Build Makefile, CMake, task automation, OS: GNU/Linux

QA debugging, automatic unit tests, user tests, data analysis

Misc agile development, teamwork, presentations, reports, design and user documents, Sphinx, \LaTeX

Languages English (fluent), Spanish (reasonable comprehension), Portuguese (native speaker)

Personal Information

Nationality Portuguese

Date of birth 07 – Dec – 1989