Inês Almeida
Curriculum Vitæ

Experience

2016 – current **Systems Programmer**, *Crytek*.
Development, optimization and performance analysis for the VR Research and Development game team. Maintenance of the Visual Scripting and UI systems along with the Editor toolset.

2015 – 2016 **Junior Engine Programmer**, *Crytek*.
Bug fixes and feature requests for CryEngine licensees. Platform maintainer for Linux and NVidia Shield.

2014 **Google Summer of Code 2014**, *Blender Foundation*, See more.
Project "Blender Game Engine (BGE) - Cleanup & Support" consisting of bugfixing and refactoring.

2014 **Blender Cloud**, *Blender Institute*.
Development of the Blender Cloud infrastructure during the Gooseberry Open Movie campaign.

Games

2016 **The Climb**, *Systems Programmer*, See more.
VR climbing game, exclusive for the Oculus Rift. Worked on the North Expansion with touch controls.

2016 **Robinson: The Journey**, *Systems and Junior Tools Programmer*, See more.
Adventure and exploration game offering story, puzzles and an immersive VR experience for the PlayStation4.

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 involving Natural Language Processing and Animation Synthesis.
- **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++, Python, Lua, Common Lisp, Scheme, Java
Web	HTML, CSS, PHP, JavaScript, D3, Flask
Databases	SQL (PostgreSQL, MySQL and SQLite), ORM, design
Graphics	OpenGL, GLSL, rendering pipeline, VR, acceleration and AI algorithms, rigid bodies, animation, logic and visual scripting, image-based effects, vector UI, artist pipeline, Tools and 3D packages
Engines	CryEngine, Blender + GE, FlashPunk, custom made, Ogre3D, Bullet
Build	Makefile, CMake, WAF, task automation, OS: GNU/Linux
QA	debugging, performance analysis, automatic unit tests, user tests, data analysis
Misc	agile development, teamwork, presentations, reports, design and user documents, Sphinx, LATEX
Languages	English (fluent), Portuguese (native speaker), Spanish, Italian, French (reasonable comprehension)

Personal Information

Nationality	Portuguese	Date of birth	07 – Dec – 1989