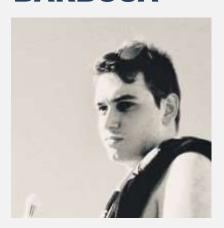# FABIO BARBOSA

Contact

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São Martinho - Barcelos

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Email:
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Portfolio:
https://fabio-barbosa.com/

Languages

Portuguese – A1
English – A1
Spanish – C3

Summary

I'm a software developer from Portugal with a huge passion for programming and game development, specializing in front end and back end development. Experienced with numerous programming languages including C++, C#, Java, JavaScript, PHP, SQL, HTML5.

As well as several game development engines such as: Unity, Unreal Engine 4, Game Maker Studio, Creation Engine, PlayCanvas, GoDot.

Technical Skills

- Project management
- Scripting
- Networking
- Creative design
- AI
- UI

Experience

Lead Programmer - 2019 to 2020
Adamastor Studio, Porto (Portugal)

- Lead developer on big projects developed for giants of the industry such as Vodafone.
- Developer of networking solutions for multiplayer games.
- Work with senior developers to manage large, complex multiplayer networks for corporate clients.
- Complete detailed programming and development tasks for front end public and internal websites as well as challenging back-end server code.
- Carry out quality assurance tests to discover errors and optimize usability.

Education

- Bachelor's degree in Digital Game Design in Instituto Politécnico de Bragança, (2015 – 2018)
- Master's degree in Engineering and Programming of Digital Games in Instituto Politécnico do Cavado e do Ave, (2020)