

# Tiago Antunes

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## PROFILE

Master's Student in Computer Science and Engineering specializing in Game Development. I love to build experiences for people to enjoy. I'm constantly looking to learn and improve myself and my craft, and help others in any way I can. I hope to contribute to a work environment that benefits communication, learning and creativity to accomplish great results.

## WORK EXPERIENCE

### GameDev Técnico

Game Engine Programmer 2022 - Present

- Currently working on and leading a team of 3 through building the collisions and physics, from the ground up, for Cubos, a voxel based game engine using C++/OpenGL, with ECS architecture.
- Represented Cubos at DevGamm Lisbon 2023.

Game Programmer and Designer 2022 - Present

- Represented Instituto Superior Técnico's game development student association by participating in many game jams, thus improving versatility and programming skills.
- Collaborated with various people from other fields and backgrounds in a multiple creative projects.
- Used Unity, Godot and Unreal Engine to create games, as well as collaboration tools like Miro.
- Currently developing an internal game project, Project Star, as a team. Working as programmer and designer, creating the player systems and combat as well as designing game elements such as enemies and abilities.

## EDUCATION

### Master's Degree in Computer Science and Engineering

Instituto Superior Técnico - Universidade de Lisboa 2023 - 2025  
Specialization in Games and Interaction and Visualization.  
Side courses in AI.

### Bachelor's Degree in Computer Science and Engineering

Instituto Superior Técnico - Universidade de Lisboa 2020 - 2023

## PROGRAMMING LANGUAGES

C++, C#, C, Python, Java, GLSL

## TOOLS & TECHNOLOGIES

Unity, Godot, Unreal Engine, Git,

OpenGL, AGILE Methodologies

## LANGUAGES

English (Fluent)

Portuguese (Fluent)

## SOFT SKILLS

Teamwork

Effective Communication

Critical Thinking

Problem Solving

Responsability

Dedication

Leadership

Eager to Learn

## INTERESTS

**Gaming:** I have a huge passion for gaming and its history. I particularly love fast paced games like Titanfall and Vanquish.

**Photography:** I love photography and design, and I'm always looking for the little details. I love when you can see a story from just a still in time.