

Tiago Antunes

PROFILE

Master's Student in Computer Science and Engineering specializing in Game Development. From a young age, I have been passionate about playing videogames, which over time turned into passion for developing them as well. I hope to contribute to a work environment that benefits communication and learning to create unforgettable experiences for the players.

WORK EXPERIENCE

GameDev Técnico

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 variety of 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.

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.

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 stories told by visualization.