

Tiago Antunes

For my portfolio click [here](#)

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.