Arthur Wanderkoken

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Linkedin • GitHub

Experience

Engineer Trainee

Capgemini   **Lisbon**
National Bank of Angola Project (BNA)   *03/2023 – Present*

- C#, PLSQL and Java training
- Azure Fundamentals (AZ-900) Exam & Certificate
- Daily Maintenance
- Database management

Erasmus Program

Th Köln University – Cologne Game Lab   **Cologne**
My Greatest Strength (2D Unity)   *03/2022 – 08/2022*

- Management of project's GitHub repository
- Yarn spinner extension with modifications to best fit the project's needs
- Greyscale, outline unity Shader and User Interface
- Dialogue and Scriptable Event system

Semester Project

Faculty of Design, Technology and Communication - IADE   **Lisbon**
Not A Basic Dungeon (3D Unreal)   *09/2021 – 01/2022*

- Detailed rooms and assist in the procedural generation script
- Assist in the multiplayer script and settings
- Set up Blueprints, animations, and User Interface
- Player's basic and complex actions script
- Enemies' Unreal behaviour tree

Faculty of Design, Technology and Communication - IADE   **Lisbon**
Go To Bed (3D Unity)   *03/2021 – 07/2022*

- Enemies' behaviour and assist in the Finite State Machine script Enemies' AI Pathfinding and animation
- User Interface and simple actions script
- Set and design rooms and props

Education

Faculty of Design, Technology and Communication   **Lisbon**
Bachelor of Games and App development, GPA - 80%   *2019–2022*

MasterD - Training center   **Lisbon**
Help-desk / Technical support, GPA - 90%   *2018–2019*

Skills

Programming Languages

Lua, JavaScript, HTML, Kotlin, C#, C++, SQL, Java

Computer Skills & Engines

Android Studio, Unity, Unreal Engine

Languages

Native: Portuguese   **Advanced:** English   **Basic:** German