Flávio Santos

Junior Developer | Game Programmer

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SKILLS

C# | Unity | Git

Maya | Photoshop

Subs. Painter | HLSL

C++ | JavaScript | HTML

Arduino | Blender

Illustrator | After Effects

Pro Tools

LANGUAGES

Native: Portuguese

Fluent: English

INTERESTS

Games

AI

Movies

Entomology

ABOUT ME

I am a Junior Developer with a big passion for Gameplay Programming.

I also have experience on other fields such as AI, AR and VR.

EXPERIENCE

Software Intern | HEI-Lab Lusófona

📅 Dec. 2020 – Apr. 2021　　　　　● Lisbon, PT

- Created and managed a project which served to increase tourist interest in Óbidos.
- Developed an AR app using Unity and Vuforia together with the use of Deepfake algorithms.
- Worked to achieve general performance optimization on multiple mobile devices.
- Generated working builds for both Android and iOS platforms.

EDUCATION

Bachelor in Videogames | Lusófona University

📅 Sep. 2017 – Apr. 2021　　　　　● Lisbon, PT

- Built several games and applications ranging from simple AR apps to a fully-fledged online FPS with the use of Unity.
- Learned AI algorithms such as pathfinding, decisive or even fitness-based solutions.
- Worked with several 3D software applications for creating and modifying models and animations.
- Created most VFX (particle and shader based - HLSL) for all my team's projects.

FEATURED PROJECTS

Champions of Tomorrow |

📅 Nov. 2019 – Oct. 2020

- Online Area Brawler FPS for Windows PC
- Tech: C#, Unity, Photon (PUN 2), Maya, Substance Painter

Leather Apron | |

📅 Jan. 2019 – Jun. 2019

- Single-player 3rd Person Adventure Mystery Game for Windows PC
- Tech: C#, Unity, Maya, Substance Painter

More projects available on my GitHub and GitLab profiles.