















GONÇALO ANDRADE DE OLIVEIRA

Due to the graduation in Video Game Design at IPB college I have acquired knowledge and technical skills related to Software Design, particularly, Video Games as well as practical knowledge in management skills with the development of several academic projects and hobby activities. Since at a young age that I've been learning and using a plethora of programming languages and development tools (such as game engines) and, with the degree in Video Game Design, I've also learned about other important aspects of software development such as its life cycle and team/project management methods. My interest in video games has been a great motivation to learn and acquire more knowledge within this development area and I'm looking forward to further improve and expand my experience in this area for future projects that I want to develop as a team. I specialize in Gameplay Programming for Video Game Development.

PERSONAL

-  **Name**
Gonçalo Andrade de Oliveira
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-  **Date of birth**
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-  **Place of birth**
Porto
-  **Gender**
Male
-  **Nationality**
Portuguesa
-  **Marital status**
Solteiro
-  **Driving licence**
B
-  **Website**
<https://g0dz4ll0.github.io/>
-  **LinkedIn**
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INTERESTS

- Play videogames
- Programming
- Listening to music
- Play the guitar

LANGUAGES

Português ★ ★ ★ ★ ★
Inglês ★ ★ ★ ★ ★



EDUCATION AND QUALIFICATIONS

-  Sep 2019 - Oct 2022 **Bachelor's Degree in Video Game Design**
[Instituto Politécnico de Bragança - Escola Superior de Administração Comunicação e Turismo, Mirandela](#)

During the learning process in the Video Game Design degree, I acquired technical and practical knowledge of the entire life cycle of software development and design, particularly video games. Here I learned to use crucial development tools in the asset creation process and other elements for video games, as well as management and marketing aspects which are important for their organization and divulgation respectively. I also learned to work as a team in a collaborative environment where each element contributed in different technical areas.



SKILLS

C#	★ ★ ★ ★ ★
Unity	★ ★ ★ ★ ★
Unreal Engine	★ ★ ★ ★ ★
C	★ ★ ★ ★ ★
C++	★ ★ ★ ★ ★
Java	★ ★ ★ ★ ★
Python	★ ★ ★ ★ ★
HTML	★ ★ ★ ★ ★
CSS	★ ★ ★ ★ ★
JavaScript	★ ★ ★ ★ ★
Excel	★ ★ ★ ★ ★
Word	★ ★ ★ ★ ★
PowerPoint	★ ★ ★ ★ ★
Blender	★ ★ ★ ★ ★
Photoshop	★ ★ ★ ★ ★
Illustrator	★ ★ ★ ★ ★
After Effects	★ ★ ★ ★ ★
Premier Pro	★ ★ ★ ★ ★
Audacity	★ ★ ★ ★ ★



PUBLICATIONS

During my academic career I also investigated and researched some topics about game development where I also published some papers and presented them in international conferences such as:

"A rule based procedural content generation system" -

https://drive.google.com/file/d/1TXb11blaxJTQyliGxzEV3VIWdsyqg_VV/view?usp=sharing (presented at OL2A conference - https://drive.google.com/file/d/1_ktOb48LomTOLeLle76UInC5GT42P93G/view?usp=sharing)

"Implementation and Playtesting for a world adventure game's Procedural Content Generation System" -

https://drive.google.com/file/d/17YS4QsqXiAFxyW8rH_p70xopHw73v5i1/view?usp=sharing