Gonçalo Andrade de Oliveira

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Portfolio - https://g0dz4ll0.github.io/   **LinkedIn - https://www.linkedin.com/in/goncaloo/**

EDUCATION

Instituto Politécnico de Bragança
BS, Video Game Design   **Sep. 2019 - Oct. 2022**
Mirandela, Bragança
- Graduated with GPA 3,7;
- Participated as a staff member at a videogames conference "Videojogos 2020" organized by the college, helping with the activities and presentations moderation.
- Published 2 papers regarding Procedural Content Generation on Springer and presented in international conferences.

Instituto Politécnico do Cávado e do Ave
MS, Video Game Engineering   **Oct. 2022 - Present**
Barcelos, Braga
- Current GPA 4,0.

EXPERIENCE

Critical Path | https://goncalo-oliveira.itch.io/critical-path
Programmer   **Oct. 2021 - Dec. 2021**
Source Code: https://github.com/g0dz4ll0/Critical-Path
- Worked on Critical Path with a team of 6 people, a "Tower Defense" game where the player has to defend an organism against invading covid-19 variants.
- Responsible for implementing the whole UI and HUD including its animations and functionality providing responsive and intuitive menus like the tower shop.
- Also, as a solo programmer in the project I helped implement all other mechanics of the game including the AI, camera movement and other game logic.

Call of Pets: Modern Wizard | https://vitormoreira.itch.io/call-of-pets-modern-wizard
Programmer   **Jan. 2023 - Dec. 2023**
Source Code: https://github.com/g0dz4ll0/Brackeys-GameJam
- Initially developed for a Game Jam but which development extended for a little longer. Responsible for the implementation of most systems and mechanics along with another programmer.
- Worked along with a team of 4 developers in a highly dynamic environment and under pressure due to time constraints, still being able to correspond to our expectations and building an enjoyable game;
- Helped on the development of the power-up system, implemented the enemy AI, the player movement and an enemy wave system along with its UI implementations and animations.

Project-Survival | https://g0dz4ll0.github.io/projects/projectsurvival.html
Solo Dev   **May. 2022 - Present**
Source Code: https://github.com/g0dz4ll0/Project-Survival
- Decided to tackle a challenge as a solo dev with a personal hobby project that consists of a survival game with procedural generated levels inspired by Valheim with a cartoony style;
- Implemented a building system along with its UI functionalities including tooltips, an inventory and a collision detection system;
- Implemented a procedural generation system using the Unity terrain system based on a seed providing a huge variety in gameplay.
- Implemented a crafting, a hunger and thirst system with its respective UI representations, informations and tooltips.

LANGUAGES

Portuguese	Native	English	C2

SKILLS

Video Game Programming| UX Design| UI Design | UI Programming |
C#|Python|Java|C++|Project Management|Team Work|Game Design|Design Patterns|Level Design|Unity|Unreal Engine 4 & 5|Debugging|Version Control|Git|Agile Methodologies