Gonçalo Andrade de Oliveira

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Date of birth	**Nationality**	**Gender**	[Portfolio]
27-01-1999	Portuguese	Male	
Place of birth	**Marital status**	**Driving license**	[LinkedIn]
Porto, Portugal	Single	B	

WORK EXPERIENCE

AlterEVO

Gameplay Programmer   **Oct. 2023 - Dec. 2023**

Santo Tirso, Portugal

- Worked on Ravi, an indie Adventure Game inspired by Uncharted and Studio Ghibli.
- Worked with other programmers to develop game mechanics and systems in Unreal Engine 5 Blueprints.
- Also worked along with the UI designers to help implement the menus.

EDUCATION

Instituto Politécnico de Bragança - Escola Superior de Administração Comunicação e Turismo

BS, Video Game Design   **Sep. 2019 - Oct. 2022**

Mirandela, Bragança

- Participated in "Video Jogos 2020" video game conference organized by the college as the Conference Manager helping moderate the activities and presentations.
- Graduated with GPA 3,7.
- Published 2 papers regarding Procedural Content Generation on Springer and presented in international conferences.

Instituto Politécnico do Cávado e do Ave - Escola Superior de Tecnologia

MS, Video Game Engineering   **Oct. 2022 - Present**

Barcelos, Braga

- Current GPA 3,7.

LANGUAGES

| **Portuguese** | Native |
| **English** | C2 |

SKILLS

Gameplay Programming|C#|Python|Java|C++|Project Management|Team Work|Video Game Design|Programming Patterns|Level Design|UX Design|Unity|Unreal Engine 4 & 5|Video Game Production|Gameplay Testing|Version Control|Git|GitHub|GitLab