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GONÇALO MARQUES

KNOWLEDGE & TOOLS

PROGRAMMING LANGUAGES:

- C++, C, Python, C#, Java, HTML/CSS, Javascript

TOOLS:

- Unreal Engine 4 (since March 2016)
- Unity 5 (since November 2016)

INDEPENDENT PROJECTS

LAW OF EDEN (IN DEVELOPMENT)

A 3D Puzzle Platformer developed in Unreal Engine 4, mostly by myself. My tasks included everything other than 3D modelling and texturing (i.e. Programming, Level Design, Music, etc.). Developed exclusively in C++.
https://www.youtube.com/watch?v=52jt_4juMGg

UNREAL GEAR SOLID

Solo project using Unreal Engine 4, consisted of implementing some mechanics from the Metal Gear Solid series, including movement and gameplay features, simple artificial intelligence, UI, audio, etc. Developed almost exclusively in C++. https://www.youtube.com/watch?v=C8XEm-N97To

EDUCATION

COMPUTER SCIENCE MASTER'S DEGREE (2015-2020) – INSTITUTO SUPERIOR TÉCNICO

Lectured a one-time 1h30 class on the basics of Unreal Engine 4