

GONÇALO MARQUES

A passionate game developer from Lisbon, Portugal who dedicates his time to make the very thing he loves, videogames! I have a preference toward Gameplay programming and crave for challenges and solving new problems.

CONTACT Email: goncalo.alex.marx@gmail.com
Website: <https://goncasmage1.github.io/>

KNOWLEDGE & TOOLS	PROGRAMMING LANGUAGES:	TOOLS:
	- C/C++ ●●●●●	- Unreal Engine 4 ●●●●●
	- Python ●●●●○	- Unity 5 ●●●●○
	- Java ●●●●○	- Visual Studio ●●●●○
	- C# ●●●●○	
	- JavaScript ●●●○○	

INDEPENDENT PROJECTS **LAW OF EDEN** - <https://goncasmage.itch.io/lawofeden>
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 in C++.

UNREAL GEAR SOLID - <https://goncasmage1.github.io/UGS.html>

Solo project developed in 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 in C++.

“UI NAVIGATION” PLUGIN -

<https://www.unrealengine.com/marketplace/uinavigation>

An Unreal Engine 4 plugin that allows developers to build Menus that can be navigated by different types of inputs in a unified and flexible way.

FREELANCE WORK **DATASET GENERATOR** - A project made for a local company called Sensei, which involved generating Datasets using Unreal Engine 4.

EDUCATION **COMPUTER SCIENCE MASTER’S DEGREE (2015-2020) - INSTITUTO SUPERIOR TÉCNICO (UNIVERSIDADE DE LISBOA)**

Lectured a workshop on the basics of Unreal Engine 4 in IST