

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, UI and AI Programming in that order.
I crave for challenges and solving new problems.

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Website: <https://goncasmage1.github.io/>

KNOWLEDGE & TOOLS

PROGRAMMING LANGUAGES:

- C++ ●●●●○
- Python ●●●●○
- C ●●●●○
- C# ●●●●○
- Java ●●●●○
- HTML/CSS ●●●○○
- JavaScript ●●●○○

TOOLS:

- Unreal Engine 4 ●●●●●
- Unity 5 ●●●●○
- MS Visual Studio ●●●●○

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 exclusively 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 almost exclusively in C++.

EDUCATION

COMPUTER SCIENCE BACHELOR'S DEGREE (2015-2018) - INSTITUTO SUPERIOR TÉCNICO

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