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.

CONTACT

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

KNOWLEDGE & TOOLS

PROGRAMMING LANGUAGES:

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

TOOLS:

- Unreal Engine 4 ●●●●◑
- Unity 5 ●●●○○
- 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++.

"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 BACHELOR'S DEGREE (2015-2018) – INSTITUTO SUPERIOR TÉCNICO (IST)

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