



JOÃO MENDONÇA

GAME DEVELOPER AND
PROGRAMMER

ABOUT

Hello! I'm João Mendonça, a game developer and programmer. I excel in C# for Unity, and I have strong skills in C++, .NET, and using GitHub for version control. I've been a fan of gaming almost my entire life and a fan of programming since middle school.

LANGUAGES

- Portuguese (Native)
- English (Fluent)

CONTACT

jmendonca@live.com.pt
<https://jmpt16.github.io/>

EDUCATION

Professional Course - Management and Programming of Computer Systems

2019 - 2021

- First bases of programming
- First game, made in Unity

Bachelor's Degree - Digital Game Development

2022 - 2025

- Deeper understanding of programming for games
- First bases with game design

SKILLS

Coding Languages

- C#
- C++
- Java
- Python

Tools of the Trade

- Unity
- Github

Soft Skills

- Adaptability
- Teamwork
- Time Management
- Critical Thinking
- Problem Solving