

João Freire

Game Programmer

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Education

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| 2016 – 2019 | Bachelor's Degree in Electronics Engineering, <i>Instituto Superior Técnico (University of Lisbon)</i> | Lisbon, Portugal |
| 2011 – 2014 | Science and Technology, <i>Escola Secundária Nuno Álvares (High School)</i> | Castelo Branco, Portugal |
| 2021 – 2021 | Game Engines – Unreal Engine, <i>Futuregames</i> | Stockholm, Sweden |
| 2021 – present | Game Programming, <i>Futuregames</i> | Stockholm, Sweden |

Projects

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|----------------|--|
| 2022 – present | Nata Engine, <i>2 months – C++ OpenGL</i> ↗ Personal project of a game engine built from the ground up in C++ and OpenGL. |
| 2022 | Rouse, <i>7 weeks – Unreal Game</i> ↗ Group project of 12 people where I worked as a gameplay, animation and UI programmer . For my education at Futuregames. |
| 2022 | Pack Up & Leaf, <i>4 weeks – Unity Game</i> ↗ Group project of 11 people where I worked as a gameplay and VFX programmer . For my education at Futuregames. |
| 2022 | joaofreire.se, <i>2 weeks – HTML CSS</i> ↗ Personal project of my own portfolio website from scratch using Github Pages hosting. |
| 2021 | Runtime Editor, <i>2 weeks – Unity C# Tool</i> ↗ Personal project of a runtime editor. |

Skills

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|-----|------|------|-------------|--------|-------|-----|----|------|
| C++ | C# | HLSL | Angelscript | Unreal | Unity | Git | P4 | Jira |
| SDL | HTML | CSS | | | | | | |

Languages

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|---------|-----------|------------|-----------|
| English | ● ● ● ● ● | Portuguese | ● ● ● ● ● |
| Swedish | ● ● ● ● ● | Spanish | ● ● ● ● ● |