LUÍS AGOSTINHO

Game Designer / Developer / Technical Artist

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🔗 Porfolio: https://luis-agostinho.github.io/
in https://www.linkedin.com/in/luís-agostinho-a959a484/

EDUCATION

Bachelor's degree in Digital Games Design
Polytechnic Institute of Bragança

📅 Sept 2012 – June 2016 📍 Mirandela

Bachelor's degree in Management
University of Coimbra

📅 Sept 2007 – June 2012 📍 Coimbra

EXPERIENCE

Game Designer / Developer / Technical Artist
Crossing

📅 September 2014 – Ongoing 📍 Coimbra, Portugal

- Currently developing HoverShock, an award-winning multiplayer game, developed in Unreal Engine 4 for multiple platforms
- In charge of game design, art direction and gameplay programming
- Created and developed the game Raccoon Escape for Android and iOS
- Developed multiple digital experiences for the Maritime Museum of Sesimbra, including an interactive and fully 3D digital aquarium
- Sole developer of multiple VR experiences in Unreal Engine 4, that recreate historical monuments on their prime.

AWARDS

🏆 **Best Portuguese Android Game 2016**
Award given for Raccoon Escape at the Aptoide Awards 2016

🏆 **Best Portuguese Multimedia Museum 2017**
Award given to the Maritime Museum of Sesimbra for it's multimedia experiences

🏆 **Best Portuguese Indie Game 2017**
Award given for HoverShock at Lisboa Games Week by Indie Dome

🏆 **Best Online Competitive Game 2018**
Award given for HoverShock at Playstation Talents

🏆 **Best Multiplayer Experience 2019**
Award given for HoverShock at Moche XL Games World by IndieX

PROJECTS

Game Modding
Elder Scrolls IV Oblivion & Elder Scrolls V Skyrim

📅 2006 – Ongoing 📍 Portugal

- Created set of armor and weapons as a downloadable mod for the game Elder Scrolls IV Oblivion
- Porting the Oblivion mod for Elder Scrolls V Skyrim

STRENGTHS

Hard-working Teamwork Detail oriented Problem-Solving

Game Design 3D Modeling Programming Rendering

DESIGN

Materials/Rendering	●●●●●
Visual Effects	●●●●●
3D Modeling	●●●●○
2D/3D Animation	●●●○○
Drawing	●●●○○

PROGRAMMING

Blueprints VS (UE4)	●●●●○
C#	●●●○○
C++	●●○○○

SOFTWARE

Unreal Engine 4	●●●●●
Unity	●●●●○
Blender	●●●●○
Spine	●●●●○

LANGUAGES

Portuguese	●●●●●
English	●●●●○

INTERESTS

3D Video Games Football Cinema