

LUÍS AGOSTINHO

Game Designer / Developer / Technical Artist

@ luis.p.j.agostinho@gmail.com

+351 919346497

Coimbra, Portugal

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