

LUÍS AGOSTINHO

Technical Artist

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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

Technical Artist

Saber Interactive Porto

- November 2020 – Ongoing Porto, Portugal
- Currently working on Dakar Desert Rally, in development for multiple platforms
 - In charge of all technical art related endeavours, working on vfx, tools and rendering
 - Implemented multiple fixes and expanded various rendering features on Unreal Engine 4
 - Worked on Crysis 2 Remastered, helping to improve material shaders for the game

Game Designer / Developer / Technical Artist

Crossing

- September 2014 – November 2020 Coimbra, Portugal
- Developed 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 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

STRENGTHS

Hard-working Teamwork
Detail oriented Problem-Solving

VFX 3D Modeling Programming
Rendering

DESIGN

Materials/Rendering ●●●●●●
VFX ●●●●●●
3D Modeling ●●●●●●
2D/3D Animation ●●●●●●
Drawing ●●●●●●

PROGRAMMING

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

SOFTWARE

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

LANGUAGES

Portuguese ●●●●●●
English ●●●●●●