



LUIS CHAVES

GAME DEVELOPER

Email: luischaves.dev@gmail.com

Linkedin: <https://www.linkedin.com/in/luis-chaves-dev>

Portfolio: <https://luischavesdev.github.io>

SKILLS

Gameplay Programming
C++ | Unreal Engine
Unity | C# | Godot | Git
Game Design | Python
Computer Graphics
Mobile Development
Agile

AWARDS

Playstation Talents 2021:
Most Innovative Game
(Onis)

MoshBit Awards 2021:
Most Anticipated National
Game (Onis)

LANGUAGES

English (Professional
Working)
Spanish (Limited Working)
Portuguese (Native)

EDUCATION

Masters's degree:
Digital Game
Development
(University of Aveiro)
2022 - 2024

Bachelor's degree:
Games and Multimedia
(Polytechnic of Leiria)
2019 - 2022

SUMMARY

Game programmer used to collaborate with art/design team. Proficient in C++, C# and Python with technical knowledge of Unity, Unreal and Godot. Knowledgeable in the game's industry and its quirks across history. Good problem solving skills and out of the box thinking. Personal interests either start with the prefix ludo- or bio- but running is also fun. Living in a constant state of hunger... for knowledge.

PROFESSIONAL EXPERIENCE

Game Developer - Mindera Gaming (Full-time)

"Metallic Mayhem" Jan 2024 - Jul 2024 / team: 10ppl

- Designed, and implemented features to tackle lack of mechanical depth, namely a dodge roll and charge shot.
- Rebuilt the powerup system to something akin to Risk of Rain.
- Helped with the usual struggles and bug squashing of the GDLC.
- Developed some proofs of concept, like Twitch integration with Unity.

Software Developer - Sound Particles (Full-time)

"Binaural Plugin" Feb 2022 - Jun 2022 / team: 30ppl

- Was in charge of R&D regarding headtracking solutions for binaural audio plugin.
- Implemented communication with 3 head-tracking solutions.
- Integrated developments into existing C++ JUCE project.

OTHER PROJECTS

Game Developer - Self-employed (Part-time)

"Yellow Sky" Sep 2022 - Mar 2024 / team: 4ppl

- Designed core features like the resource system and the game's villages.
- Developed a bartering system as well as other village features.

Game Developer - Self-employed (Part-time)

"Onis" Feb 2021 - Jul 2021 / team: 3ppl

- Responsible for the game's overall development, including 6 player vs, inventory system and general UI.
- Helped conceptualize core features as well as the game's UI.
- Responded to the team's needs by quickly prototyping features with Unreal's blueprints.

Game Developer - Self-employed (Game Jam)

"Point of View" Jan 2021 - Feb 2021 / team: 9ppl

- Responsible for the game's concept, network code, and general gameplay programming.