Contact

luischaves.dev@gmail.com

www.linkedin.com/in/luis-chaves-dev (LinkedIn)

luischavesportfolio.wordpress.com/ (Portfolio)

Top Skills

Unreal Engine

Game Development

Gameplay Programming

Languages

Spanish (Limited Working)

English (Professional Working)

Portuguese (Native or Bilingual)

Certifications

Start Your Own Game Company with John Romero

Global Game Jam Workshop Organizer

Honors-Awards

Playstation Talents 2021 Award

MoshBit Awards 2021

12th Grade Merit Award

Luis Chaves

Game Developer

Porto, Porto, Portugal

Summary

Game Developer with a knack for Game Design. Proficient in C++, C# and Python. Technical knowledge of Unity, Unreal and Godot. Knowledgeable in the game's industry and its quirks across history. Fairly good problem solving skills and out of the box thinking. Born self-taught. Living in a constant state of hunger

for knowledge.

Experience

Mindera
Game Developer
January 2024 - July 2024 (7 months)
Porto, Portugal

Was brought into the Metallic Mayhem team in order to develop new mechanics and rework already existing ones. This translates to the creation of both a dodge roll and charge shot mechanics, as well as rebuilding the powerup system to be more in line with systems like in Risk of Rain.

Overdrive Sky
Game Developer
March 2023 - November 2023 (9 months)
Portugal

Responsible for all the character animation, as well as implementing fundamental gameplay mechanics such as character movement and interaction. Handled the project's sound design, mixing the audio in engine, and creating some SFX.

Tissue Box Games
Game Developer
September 2022 - March 2023 (7 months)
Portugal

Tasked with implementing major game systems, such as the bartering system, as well as everything related to the villages present in the game. Also worked on designing several of the game's mechanics, in addition to their balancement.

Sound Particles
Software Developer
February 2022 - June 2022 (5 months)
Leiria, Portugal

Researched and helped develop binaural solutions for audio plugins. This was done exclusively in an Apple environment, which entails specific technologies such as Swift and Objective-C, although the bulk of development was carried out using C++.

Primis Games
Game Developer
February 2021 - July 2021 (6 months)
Portugal

Responsible for implementing every main aspect and mechanic of the game Onis, using Unreal's Blueprints as well as C++. These include a local multiplayer system, an inventory system, as well as other standard features such as UI, sound, and all other basic interactions within the game.

Wild Lynx Studios
Game Developer
March 2020 - July 2020 (5 months)
Portugal

Handled overall production and marketing regarding the "Steam Chain" project. Responsible for all Game Design/Balance and Character Animation. Developed and implemented scripts for core mechanics of the game, such as the puzzle system.

Education

Universidade de Aveiro
Master's degree, Computer Games and Programming Skills · (September 2022 - August 2024)

Polytechnic of Leiria

Bachelor's degree, Game and Interactive Media Design · (September 2019 - August 2022)

Escola Secundária Alves Martins

High School Diploma, Science and Technology · (September 2016 - June 2019)