Micael Silva

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in linkedin.com/in/mykaa   🔗 https://mmykaa.github.io/

Summary

I started my journey in game programming when I was 14 to occupy my free time.
Nowadays I am a Gameplay Programmer with strong skills in C# and C++, an expert user of Unity & Unreal Engine and have developed both personal and team projects within the engines.

Experience

Network / Gameplay Programmer @ Zapowa Games

Zapowa Games

Nov 2021 - Present (10 months +)

Gameplay / Networking / UI Programming

Unreal Engine / C++

Tools / Gameplay Programmer @ WestFell Studios

WestFell Studios

Feb 2021 - Sep 2021 (8 months)

Gameplay / Tools / UI Programming

Unity / C#

Education

Polytechnic of Leiria

Undergraduate , Games and Multimedia

Oct 2020 - Aug 2023

Licenses & Certifications

Foundations of User Experience (UX) Design - Google

GRRV23TQ2BYA

Skills

Unreal Engine • C++ • Unity • C# • User Experience (UX)