MICAEL SILVA

GAMEPLAY PROGRAMMER

Portfolio mmykaa.github.io

Contact

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Skills

- Unreal Engine
- C++
- Unity
- C#
- Maya

Languages

Portuguese

English

Experience

Network / Gameplay Programmer
Zapowa Games · Nov 2021 - Oct 2022
Unreal Engine · C++
 · Host / Join Sessions & Server Lists.
 · Arena Generation.
 · Handle Network Failures.

Tools / Gameplay Programmer
WestFell · Feb 2021 - Nov 2021
Unity · C#
 · Command Console.
 · 2D Physics.

Education

Undergraduate in Games and Multimedia
Polytechnic of Leiria · Oct 2020 - Aug 2023

Activities
 Hosted *"GameDev Awards Student Edition".*

About me

Used to work with crucial time management.
In my free time I enjoy programming games and reverse engineering interesting things from other titles.