Contato

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(LinkedIn)

Principais competências

C++

Unreal Engine

Unity3D

Micael Silva

Gameplay Programmer

Rio Maior, Santarém, Portugal

Resumo

I started my journey in game programming when I was 14 to occupy my free time.
And here I am, 9 years later! Doing what I always loved to do!

Experiência

Zapowa Games
Network / Gameplay Programmer @ Zapowa Games
novembro de 2021 - Present (10 meses)
Leiria, Portugal

WestFell Studios
UI / Gameplay Programmer @ WestFell Studios
fevereiro de 2021 - setembro de 2021 (8 meses)
Leiria, Leiria, Portugal

Formação acadêmica

Politécnico de Leiria
Undergraduate , Undergraduate in Games and Multimedia · (outubro de 2020 - agosto de 2023)