## **MICAEL SILVA**

GAMEPLAY PROGRAMMER

Portfolio mmykaa.github.io



## **Contact**

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### LinkedIn

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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.