

Miguel Vieira

Informatics and computer engineer

Proactive and pragmatic worker specially focused on the game development industry. Extremely committed to the projects and motivated to learn. Positive, innovative, and creative mindset.



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EDUCATION

Integrated Masters in Informatics and Computer Engineering

Faculdade de Engenharia da Universidade do Porto (FEUP)

09/2016 - Present

Courses

- Object Oriented Programming
- Functional Programming
- Project Management
- Artificial Intelligence
- Logic Programming
- Computer Graphics
- Virtual and Augmented Reality
- Software Development

EXPERIENCE

Tools Lead Programmer

Saber Interactive Porto

05/2023 - Present

Vila Nova de Gaia

Tools Programmer

Saber Interactive Porto

02/2023 - 04/2023

Vila Nova de Gaia

Junior Multiplayer Programmer

Saber Interactive Porto

08/2022 - 01/2023

Vila Nova de Gaia

Unity Developer

Shadow Profile

05/2022 - 08/2022

Vila Nova de Famalição

Team leader - AutoRocket

DiveStudios - FEUP/Visionarium

02/2021 - 07/2021

Porto

SOFT SKILLS

Team Leadership

Creativity

Problem Solving

Strategic Planning

Communication

PERSONAL PROJECTS

War Passenger (2022)

- Participated on the Global Game Jam for NCGM-FEUP
- Developed a game in Unity within 48 hours with the "Duality" theme

Personal Website (2021 - Present)

- Learning new frameworks like Nuxt and TailWind css
- Learning and discovering the potential of WebGL
- Developing a personal online portfolio/CV

Factor-T (2021)

- Participated on Feup's RetroJam
- Developed a game in Unity within 48 hours with the "Reaction" theme

ORGANIZATIONS

NCGM (02/2022 - Present)

Student's Branch focused on Computer Graphics, Multimedia and Games

CERTIFICATES

Class B Driver's License (02/2019)

LANGUAGES

Portuguese

Native or Bilingual Proficiency

English

Full Professional Proficiency

INTERESTS

Fitness

Games

Guitar

Nature

Photography

Psychology

Scouts

Streaming