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Vila Nova de Gaia, 4400-377 Portugal

Online Profile

WEBSITES, PORTFOLIOS, PROFILES

- toamig.github.io
- linkedin.com/in/toamig
- github.com/toamig
- toamig.itch.io/

EDUCATION

Integrated Masters, Informatics And Computer Engineering
Faculdade De Engenharia Da Universidade Do Porto (FEUP), Porto
August 2022
Courses

- Object Oriented Programming
- Functional Programming
- Project Management
- Artificial Intelligence
- Logic Programming
- Computer Graphics
- Virtual and Augmented Reality
- Software Development
- Computer Vision
- Math, Physics and Algebra

Bachelor of Science, Informatics And Computer Engineering
Faculdade De Egenharia Da Universidade Do Porto (FEUP), Porto, Portugal
September 2021

MIGUEL VIEIRA

PROFESSIONAL SUMMARY

Dynamic and motivated game development professional with a proactive and pragmatic approach, excelling in leading projects from concept to completion. Known for a positive, solution-oriented mindset and a steadfast commitment to continuous learning, consistently overcoming complex challenges. Passionate about advancing the game development industry by creating robust pipelines and tools that drive exceptional and faster results. Dedicated to fostering collaboration and creativity within teams to achieve outstanding project outcomes.

ACHIEVEMENTS

- **Worked on 3 AAA titles**

Shipped 1 - Dakar Desert Rally
- **Rapid Career Progression**

Promoted twice to leadership roles within 3 years

TECHNICAL SKILLS

- C++
- C
- Python
- PHP
- Scheme
- Unreal Engine 4
- Houdini Engine
- Git

- C#
- Java
- Javascript
- Prolog
- Unreal Engine 5
- Unity
- Perforce
- Plastic

SOFT SKILLS

- Team Leadership
- Strategic Planning
- Problem Solving
- Communication
- Mentorship

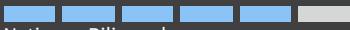## WORK HISTORY

July 2025 - Current
Flama Craftworks - Lead Gameplay Engineer, Remote

- Led gameplay engineering and core systems development for the **Timefront** project, ensuring scalable architecture and consistent gameplay quality.
- Planned, designed, and implemented extensible gameplay systems to support long-term development goals and feature expansion.
- Oversaw candidate evaluations and interviews to grow a high-performing gameplay team.
- Mentored junior engineers, promoting technical growth, clean code practices, and cross-disciplinary collaboration.
- Partnered closely with **Cinematics** , **VFX** , **Character** , and **Technical Art** teams to deliver cohesive results.
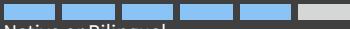
March 2025 - Current

LANGUAGES

Portuguese

Native or Bilingual

English

Native or Bilingual

Spanish

Professional Working

Flama Craftworks - Gameplay Engineer, Remote

- Designed and implemented RTS game features.
- Helped structuring and establishing good multiplayer foundations.
- Researched and implemented scalable and performant solutions for several systems involving numerous actors in the world.
- Collaborated across departments to ensure seamless integration of gameplay systems and content.

February 2024 - February 2025
Ikonic Games - Core team developer, Vila Nova de Gaia

- Working on a new, unrevealed IP.
- Implementing features across animation, gameplay/combat, UI, and tools.
- Developing the game prototype and establishing technical core logic and architecture.
- Designed and implemented action-adventure game mechanics.
- Focused on creating a solid foundation for the game's core systems.

May 2023 - February 2024
Saber Interactive Porto - Tools Lead Programmer, Vila Nova de Gaia

- Led sprint planning and task breakdowns, aligning team efforts with project goals.
- Established software architecture guidelines and conducted technical reviews.
- Coordinated cross-department teams and managed source control branches.
- Provided technical support and facilitated communication across varying technical levels.

February 2023 - February 2024
Saber Interactive Porto - Tools Programmer, Vila Nova de Gaia

- Bridged technical and art teams, creating plugins and procedural tools with Houdini or slate Unreal Engine.
- Integrated Houdini with Unreal Engine, improving editor performance and supporting world partition streaming.
- Developed technical editor tools, enhancing both workflow efficiency and runtime performance.

August 2022 - January 2023
Saber Interactive Porto - Junior Multiplayer Programmer, Vila Nova de Gaia

- Adapted to Unreal Engine best practices, fixing bugs and ensuring multiplayer compatibility.
- Gained knowledge in Unreal's gameplay framework, online subsystems, and dedicated servers.
- Worked with PC, PS4, PS5, Xbox One, and Xbox Series X platforms.

May 2022 - August 2022
Shadow Profile - Unity Developer, Vila Nova de Famalicão

- Programmed gameplay features and UI for 2D, 3D, and VR applications.
- Developed backend and database integrations for Unity projects.
- Enhanced performance and architecture of Unity applications.

February 2021 - July 2021
DiveStudios - FEUP/Visionarium - Team leader - AutoRocket, Porto

- Led the **AutoRocket** project featured by Visionarium, managing a team of 8 developers.
- Acted as a communication bridge between departments, the programming team, and the client.
- Planned project architecture, sprints, and conducted high-level risk analysis.

ORGANIZATIONS

- NCGM (2022-02 - Present)
- Student's Branch focused on Computer Graphics, Multimedia and Games

CERTIFICATES

Class B Driver's License (2019-02)

HOBBIES

Drone Piloting, Rollerskating, Camping, Gaming, Photography