

TOMÁS MORAIS

GAME DEVELOPER

CONTACTS

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Lisbon, Portugal

 Tomás Morais

 toasmoraiss

<https://tomasmoraiss.github.io>

SKILLS

- Unity Engine
- Unreal Engine
- C#
- C++
- Good communication
- Project management
- Ability to work in team
- Fast learner

LANGUAGES

- Portuguese (Native)
- English (Fluent / C2)
- Japanese (Beginner / A1)

SUMMARY

Passionate game developer with expertise in creating immersive, interactive experiences using **Unreal Engine**, **Unity**, and **Blender3D**. Proficient in **C#** and **C++** for gameplay mechanics, AI, and system development. Experienced in developing co-op and single-player games. Eager to bring strong programming skills and creative solutions to game development studios.

PROJECTS

Custom Bot AI

- Developed an advanced AI in Unity using C# and finite state machines.
- Programmed different pathfinding (A* pathing) and decision-making algorithms (Finite-state machines).

Custom Physics Engine

- Developed a custom physics engine for collision detection and basic game physics.
- Programmed in C++ and rendered using OpenGL.

Dark Chamber | 3D Co-op Horror Puzzle Game

- Collaborated with a team to create a 3D Co-op Puzzle game using Unreal Engine and C++.
- Programmed advanced AI for enemy characters, including pathfinding and behavior trees.
- Researched and implemented different sound effects for the interactable environment.

Wild Angles | 3D Survival Single-player Game

- Collaborated with a team to create a Survival Single-player game using Unity and C#.
- Programmed core gameplay mechanics such as a diary mechanic.
- Developed and implemented UI features alongside designers and artists.

EDUCATION

Bachelor's Degree in Games Development

IADE - Creative University, Lisbon, Portugal | 2021 - 2024

- Studied game development processes, project management, and design.
- Gained hands-on experience with **Unreal Engine** and **Unity**.
- Developed programming skills in **C#**, **C++**, **Lua**, **JavaScript**, and **PostgreSQL**.

Bachelor's Degree in Games Technology

Coventry University, Coventry, UK | Jan 2024 - Apr 2024
Erasmus

- Gained expertise in **Blender3D** for 3D modeling and rendering.
- Developed advanced AI using **C#** and **Unity**.
- Built a custom physics engine using **C++**.

Programming Course

EPAD, Lisbon, Portugal | 2018 - 2021

- Studied the fundamentals of programming concepts and logic.
- Gained proficiency in languages including **Python**, **Java**, **C**, **JavaScript**, **HTML**, **MySQL**, **React**, **Node.js**, and **Express.js**.