

# TOMÁS MORAIS

## GAME PROGRAMMER

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in Tomás Morais  
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📍 Lisbon, Portugal  
🌐 <https://tomasmoraiss.github.io>

### PROFILE SUMMARY

Aspiring game developer with a passion for creating immersive and interactive experiences. Currently enrolled in a Games Development course with a solid foundation in programming and game design. Skilled in using Unity, C#, C++, and Unreal Engine for game development. Proven ability to work well in a collaborative team environment and contribute creative ideas. Strong problem-solving skills with a keen eye for detail. Excited to apply theoretical knowledge gained in coursework to practical game development projects. Seeking internships or entry-level opportunities to further hone skills and contribute to the development of cutting-edge games.

### SKILLS

#### Languages:

- Portuguese (Native)
- English (C2)
- Japanese (A2)

#### Programming Languages:

- C++  
*Unreal Engine*
- C#  
*Unity Engine*
- Lua

*Worked with Love2D Physics Engine for game development*

#### Source Control:

- Git

### WORK EXPERIENCE

#### Assistant technician - ESSCV | Internship

**Apr 2021 - Aug 2021**

- Assisted the main technician and performed various technical tasks such as updating systems and software, diagnosing and solving problems with the school's PCs, help future students fill their application forms.

#### Salesman - WORTEN | Part time

**Oct 2022 - Oct 2023**

- As a salesman, I have the responsibility to help and guide customers to make the best purchase possible and maintain the section clean and organized. Working on the Hi-Fi section (Television, Sound Systems, Entertainment and Mobility).

### EDUCATION

- Programming Course

*EPAD - Lisbon | GPA: 17 / 20*

**2018 - 2021**

- Bachelor in Games Development

*IADE - Lisbon | GPA 14 / 20 (Current)*

**2021 - PRESENT**