

TOMÁS MORAIS

GAME PROGRAMMER

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in Tomás Morais
idktigerz
📍 Lisbon, Portugal

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.

Hard-skills

- JavaScript / PHP / HTML / CSS
- Lua
- C / C# / C++
- Java
- Python
- MySQL / PostgreSQL
- React.js
- P5
- Love2D
- Unity2D / Unity3D
- Git / GitHub

Soft-skills

- People and interpersonal skills
- Self-awareness and self-learning
- Emotional intelligence
- Organization and personal management

Work Experience

Assistant technician - ESSCV | Internship

2021 - 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 process.

Salesman - WORTEN | Part time

2022 - PRESENT

- 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
- Games Development - IADE

2018 - 2021

2021 - PRESENT

Languages

Portuguese - Native speaker
English - Fluent
Japanese - Beginner