

TOMÁS MORAIS

GAMEPLAY
PROGRAMMER



SKILLS

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

LANGUAGES

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

CONTACTS

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

SUMMARY

Aspiring game developer with a passion for creating immersive and interactive experiences. Currently enrolled in the last year of the Games Development course at IADE - Creative University in Lisbon and on Erasmus at Coventry University, 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.

WORK EXPERIENCE

Assistant technician | Internship

Escola Superior de Saúde Cruz Vermelha | 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 and helping future students fill their application forms.

Salesman | Part time

Worten | Oct 2022 - Oct 2023

As a salesman, I had the responsibility to help and guide customers to make the best purchase possible and maintain the section clean and organized.

Worked in the Hi-Fi section (Television, Sound Systems, Entertainment and Mobility).

EDUCATION

IADE - Creative University

BSc Games Development | 2021 - 2024

- Unity Engine
 - Unreal Engine
 - C#
 - C++
- GPA:** 15 / 20 (Current)

EPAD

Programming Course | 2018 - 2021

- JavaScript
- React.js
- Python
- Java

GPA: 17 / 20