

TOMÁS MORAIS

GAMEPLAY
PROGRAMMER

SKILLS

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

LANGUAGES

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

CONTACTS

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Lisbon, Portugal

 Tomás Morais

 toasmoraiss

<https://tomasmoraiss.github.io>

SUMMARY

Aspiring game developer with a passion for creating immersive and interactive experiences. Graduate in the Bachelor's Degree in Game Development at IADE - Creative University in Lisbon with a solid foundation in programming and game design.

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.

Sales Assistant | Part time

Worten | Oct 2022 - Oct 2023

As a sales assistant, 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

Coventry University

BSc Games Technology | Jan 2024 - Apr 2024 Erasmus

- C++
- Blender3D
- C#

IADE - Creative University

BSc Games Development | 2021 - 2024

- Unity Engine
- Unreal Engine
- C#
- C++

EPAD

Programming Course | 2018 - 2021

- JavaScript
- React.js
- Python
- Java