Vasco Santos

Nationality: Portuguese **Date of birth:** 29/10/2002

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⊘ **Itch.io:** https://vascosantos.itch.io 🌐 **Website:** https://vasco-dev.github.io

📍 **Home:** 2495 Fátima (Portugal)

WORK EXPERIENCE

Game Developer
Bee Engineering [13/03/2023 – 07/07/2023]

City: Lisbon
Country: Portugal

Programmed multiple Unity C# games, using the engine's tools while also developing support features, collaborated with a team and used Source Control software .

Technical support Intern
Domusnet [10/2019 – 03/2020]

City: Fátima
Country: Portugal

Various types of support, from developing SQL scripts to help management to fixing computers.

EDUCATION AND TRAINING

Computer Science
Colégio de São Miguel, POCH [09/2017 – 07/2020]

Address: R. Dom João Pereira Venâncio 1, 2495-440 Fátima (Portugal)
Website: https://www.csmiguel.pt/

Undergraduate in Games and Multimedia
Polytechnic Institute of Leiria [09/2020 – 07/2023]

Address: Campus 2 - Morro do Lena, Alto do Vieiro, Apt 4163, Edifício D, , 2411-901 Leiria (Portugal)
Website: ipleiria.pt

LANGUAGE SKILLS

Mother tongue(s): **Portuguese**

Other language(s):

English

LISTENING C2 **READING** C2 **WRITING** C2

SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

Programming
C# / C++ / C / OpenGL GLSL CgHLSL

Game Engines
Unreal Engine / Unity / Godot

Bonus Skills
Github / PlasticSCM / HTML / CSS / SQL: MySQL, phpMyAdmin / Windows / Linux