SAMUEL BRAZ PINTO

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ABOUT ME

I am a recent Master's Graduate in **Computer Science and Engineering** specialized in **Game Development**. I have been passionate about video games from a young age, which led me to an interest in **Game Design** and **Programming**. I aim to contribute to an environment that prioritizes **communication** and values **growth**.

EXPERIENCE

Arkadium   **Lisbon, Portugal**
Engineering Intern   Jun 2025 - Sep 2025
- Implemented debug features for multiple web-based games in JavaScript in order to facilitate the QA department while incorporating input from code reviews, thus improving feedback integration.
- Worked in a multidisciplinary team while following a scrum development cycle, with daily meetings and sprints, which developed my communication and collaboration skills.
- Worked with tools like Jira for task tracking, and Confluence for reading and creating documentation.

GameDev Técnico   **Lisbon, Portugal**
Game Designer and Game Programmer   2023 - Present
- Represented Instituto Superior Técnico's game development student association by developing more than 10 games, thus improving rapid prototyping skills and adaptability.
- Used tools like Unity, Godot and Unreal Engine to create games, as well as software like Miro to ideate and design.
- Created post-mortem and game design documents, solidifying the capabilities of critical thinking by designing and examining multiple aspects of the games developed in this circle.

EDUCATION

Master's Degree in Computer Science and Engineering   **Lisbon, Portugal**
Instituto Superior Técnico - Universidade de Lisboa   2023 - 2025
- GPA: 16.
- Relevant Coursework: Game Design, Game Development Methodology and Artificial Intelligence in Games.
- Thesis Theme: Player Profiling through Large Language Models.

Bachelor's Degree in Computer Science and Engineering   **Lisbon, Portugal**
Instituto Superior Técnico - Universidade de Lisboa   2020 - 2023
- GPA: 15.
- Relevant Coursework: Software Engineering, Machine Learning, Distributed Systems, Object-Oriented Programming and Human-Computer Interaction.

ACTIVITIES

Volunteer Work   **Torres Vedras, Portugal**
Juventude da Cruz Vermelha Portuguesa   2023 - 2025
- Participated in charity initiatives, including food bank campaigns and environmental awareness events, developing stronger interpersonal skills and a sense of social responsibility.

Sports   **Torres Vedras, Portugal**
Karaté in Externato de Penafirme   2012 - Present
- Recently obtained Black Belt (1º Dan), reflecting years of dedication, practice, and personal discipline.

SKILLS

Programming Languages: C#, C++, C, Python, JavaScript.

Tools: Git, Jira, Docker, Confluence, Miro.

Languages: English (Fluent), Portuguese (Native).