

Gonçalo Andrade de Oliveira

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[Portfolio](#)

[LinkedIn](#)

EDUCATION

Instituto Politécnico de Bragança

BS, Video Game Design

Sep. 2019 - Oct. 2022

Mirandela, Bragança

- Graduated with GPA 3,7.
- Participated in “Video Jogos 2020” video game conference organized by the college as the Conference Manager helping moderate the activities and presentations.
- Published 2 papers regarding Procedural Content Generation on Springer and presented in international conferences.

Instituto Politécnico do Cávado e do Ave

MS, Video Game Engineering

Oct. 2022 - Present

Barcelos, Braga

- Current GPA 4,0.

WORK EXPERIENCE

Private | Unity Engine, C#, Git, Trello, Blender, Krita

Freelancer

Nov. 2022 - Jul. 2023

Santo Tirso, Portugal

- Idealized different game loops and game concepts with interesting mechanics creating games with captivating gameplay.
- Conceptualized and developed an intricate damage system based on 4 different elements each one with different capabilities and reactions to the environment.
- Programmed the AI behavior using Finite State Machines in order to implement 6 different enemies and bosses each one with distinct characteristics.

AlterEVO | Unreal Engine 5, Blueprints, Git, Trello

Gameplay Programmer

Oct. 2023 - Dec. 2023

Santo Tirso, Portugal

- Worked on Ravi, an indie Adventure Game inspired by Uncharted and Studio Ghibli contributing along with a team of 20 members.
- Collaborated with other programmers to develop game mechanics and systems in Unreal Engine 5 Blueprints.
- Reviewed code and helped debugging gameplay mechanics by analyzing critical bugs with 2 other programmers.

ShikaiNFT | Unity, C#, Git, Trello

Gameplay Programmer

Jan. 2024 - Oct. 2024

Santo Tirso, Portugal

- Worked on a 2D PvP game inspired by Worms with Web3 integration collaborating with a team of 15 members and helping developing game mechanics and systems;
- Responsible for implementing a procedural weapon generator system that allowed the creation of 4096 unique weapons with different looks and stats.
- Helped develop a physics based dynamic destruction system for the game maps making it possible to integrate the projectile and weapon system with it.

LANGUAGES

Portuguese	Native
English	C2

SKILLS

Gameplay Programming | C# | Python | Java | C++ | Project Management | Team Work | Video Game Design | Programming Patterns | Level Design | UX Design | Unity | Unreal Engine 4 & 5 | Video Game Production | Gameplay Testing | Version Control | Git | GitHub | GitLab