

Experience

- 2017 – current **Tools Programmer**, *Guerrilla Games*.
Working on Guerrilla’s in-house toolset: the Decima Editor.
- **Horizon Zero Dawn: The Frozen Wilds** [↗](#)
DLC for “Horizon: Zero Dawn” featuring a new playable area with its own story line.
- 2016 – 2017 **Systems Programmer**, *Crytek*.
Development, profiling and optimization for the VR R&D game team.
Maintenance of the Visual Scripting and UI systems along with the Editor toolset.
- **Hunt: Showdown** [↗](#)
Unreleased title. A tense match-based, PvPvE first person monster hunter set in a horror-stricken 1950s.
 - **The Climb** [↗](#)
VR climbing game, exclusive for the Oculus Rift. Worked on the North Expansion with touch controls.
 - **Robinson: The Journey** [↗](#)
Adventure and exploration game offering story, puzzles and an immersive VR experience for PlayStation4.
- 2015 – 2016 **Junior Engine Programmer**, *Crytek*.
Bug fixes and feature requests for [CryEngine](#) licensees. Platform maintainer for Linux and NVidia Shield.
- 2014 **Google Summer of Code 2014**, *Blender Foundation*, [↗](#).
Project “Blender Game Engine (BGE) - Cleanup & Support” consisting of bugfixing and refactoring.
- 2014 **Blender Cloud**, *Blender Institute*.
Development of the [Blender Cloud](#) infrastructure during the Gooseberry Open Movie campaign.
- 2009 – 2011 **Game Jams**, *Ludum Dare (72h)*, Programmer, Game Designer.
[Eggscape](#) ranked #5 in Innovation and #10 in Graphics and Overall. [Tiny Journey](#) Ranked #7 in Mood.

Education

- 2011 – 2014 **MSc in Information Systems and Computer Engineering**, *Instituto Superior Técnico*, Taguspark, Lisbon, Portugal, 18.4/20.0 [See full details](#).
- **Master thesis**: “Exploring Challenges in Avatar-based Translation from European Portuguese to Portuguese Sign Language” - a project involving Natural Language Processing and Animation Synthesis.
 - **Major**: Multimedia **Minor**: Artificial Intelligence **Application Area**: Games and 3D Simulation
- 2007 – 2011 **BSc in Information Systems and Computer Engineering**, *Instituto Superior Técnico*, Taguspark, Lisbon, Portugal, 14.6/20.0 [See full details](#).

Skills

- P. Languages C, C++, Python, Lua, JavaScript
- Topics Tools and 3D packages, Artist Workflow, Node-based Logic and Visual Scripting, 3D Viewport, UI framework, OpenGL, VR, Algorithms and Data Structures, Algebra, Relational DB, Web
- Engines Decima, CryEngine, Blender + GE, custom made, Ogre3D, Bullet
- QA Profiling, Unit tests, User tests, Data analysis
- Build Makefile, CMake, WAF, Continuous integration, Task automation, OS: GNU/Linux
- Misc Agile development, teamwork, presentations, reports, design and user documents, Sphinx, L^AT_EX
- Languages English (fluent), Portuguese (native speaker), Spanish, Italian, French (reasonable comprehension)

Personal Information

- Nationality Portuguese Date of birth 07 – Dec – 1989