

Experience

2017 – **Tools Programmer**, *Guerrilla Games*.

current Working on Guerrilla's in-house toolset: the Decima Editor.

- **Horizon Zero Dawn: The Frozen Wilds** [↗](#)

Expansion 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*, Tagus-park, 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*, Tagus-park, Lisbon, Portugal, 14.6/20.0 [See full details](#).

Skills

P. Languages C, C++, Python, Lua, Common Lisp, Scheme, Java

Graphics OpenGL, GLSL, Rendering Pipeline, VR, Acceleration and AI algorithms, Rigid Bodies, Animation, Logic and Visual Scripting, Image-based effects, Artist Pipeline, Tools and 3D packages

Engines Decima, CryEngine, Blender + GE, FlashPunk, custom made, Ogre3D, Bullet

QA Debugging, Profiling, Unit tests, User tests, Data analysis

Build Makefile, CMake, WAF, Continuous integration, Task automation, OS: GNU/Linux

Databases SQL (PostgreSQL, MySQL and SQLite), ORM, design

Web HTML, CSS, PHP, JavaScript, D3, Flask

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