

TOMÁS VICENTE

Game Developer

Gameplay Programmer

CONTACT

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🎮 [TomVic20849](#)

🌐 <https://tomvic20849.github.io>

📍 **Lisbon, Portugal**

PROFILE

A passionate gamer driven by a deep fascination for the artistry and mechanics behind video games, eager to explore their capacity to deliver immersive experiences and life lessons. Currently pursuing a Bachelor's Degree in Game Development at IADE - Creative University in Lisbon. Seeking opportunities to apply creativity and technical skills to craft captivating gaming experiences.

SKILLS

- Unreal Engine
- Unity Engine
- C++
- C#
- JavaScript
- Lua
- Image and Video Editing

LANGUAGES

- Portuguese (Native)
- English (Upper Intermediate/B2)

EDUCATION

IADE - Creative University

B.A. in Games Development | 2021 - 2025

- Unreal Engine
- Unity Engine
- C++
- C#
- JavaScript (Nodejs, Express)
- Lua (Love2D)

EPGE

Multimedia Course | 2018 - 2021

- Image and Video editing
- Unity Engine
- JavaScript