

Vasco Almeida

Programmer

I am a passionate games programmer dedicated to creating engaging and innovative game mechanics and systems. With a strong foundation in C++ and C#, and extensive experience with game engines such as Unreal Engine and Unity, I excel at writing clean, maintainable, and efficient code to deliver high-quality gaming experiences.

Links



[Website](#)



[GitHub](#)



[LinkedIn](#)

Skills

- C++
- C#
- Python
- Unreal Engine
- Unity
- GitHub
- Jenkins
- CI/CD
- Jira
- Scrum

Education

Bachelor of Science in Computer Games Technology

Solent University, Southampton, UK

2020 – 2024

First Class Honours

Relevant Coursework:

- Implementing Gameplay Systems.
- Graphics Programming.
- Networked Game for Final Major Project.

Certificate of Higher Education in IT Systems Programming & Management Technician

Escola Secundária Dom Manuel Martins, Setúbal, Portugal

2014 – 2017

Relevant Coursework:

- Hardware assembly and network configuration.
- Developing custom software solutions for various applications, such as calculating student final grades.

Experience

Co-founder & Gameplay Programmer

Thunder Blossom Games

2022 – 2024

- Developed and released 4 titles using Unreal Engine and Unity, focusing on gameplay mechanics and project workflows.
- Automated build processes with Jenkins, eliminating up to 8 hours of manual work per build.
- Managed teams of 6 to 10 developers, ensuring efficient task distribution and project coordination.
- Utilized Jira, Kanban, and Agile methodologies to track tasks, streamline development, and improve team productivity.

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- Supervised two floors with 6-7 labs, ensuring a clean and organized environment for students during after-hours use.
 - Enforced closing times and maintained facility standards to support productive learning spaces.

Supervisor

Slim Chickens

2022 – Present

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- Opening the restaurant alongside management, preparing for daily operations and serving up to 2,000 guests per week.
 - Trained and mentored new hires, fostering teamwork and maintaining operational efficiency.
 - Monitored food quality and safety standards, including checking expiration dates and ensuring cleanliness to specifications.
 - Supported management with closing procedures, ensuring all tasks were completed to standard.

Computer Repair Technician

IT. POWERON

2016 – 2017

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- Repaired and maintained 2 to 3 computers per week, ensuring reliable operation for clients.
 - Provided on-site support for Point-of-Sale systems, resolving technical issues to minimize downtime.
 - Assisted clients with tailored hardware recommendations and upgrades to meet operational needs.

Activities and Interests

Game Jams: Actively participate in Game Jams, contributing to the design and programming of innovative mechanics under tight deadlines.

Culinary Arts: Passionate about cooking and exploring new cooking techniques and flavours from around the world.

Gaming: Active gamer with a love for exploring diverse genres, from cooperative shooters like Helldivers 2 to creative sandbox experiences like Minecraft.