



Lisboa, Portugal



19/09/1991



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JOÃO EIRAS ANTUNES



Check out my portfolio at eirasantunes.com

Professional game developer, hobbyist game jammer.
Trying to leave a positive mark on the industry and helping others achieve the game dev dream.

Professional Experience

2020-Today Unity Developer (VR/C#)

Virtuleap

- Enhance - gameplay and UI development

2017-2019 Software Developer (Mobile/C++/Obj-C)

Miniclip

- Agar.io
- Mini Militia
- Other unreleased projects

2017 Frontend Developer (Ionic/Angular)

Affinity

- Development of a mobile app with Ionic
- Development of the front end for a portal
- Gamification planning for this portal

2008-2016 Collaborator, Infographic Consultant (one-off projects/Photoshop/Illustrator)

My Change

- Strategic communication projects
- Content analysis in organisational diagnostics
- Organisation and logistic management of company events

Volunteering

2016-NOW Member of **Ludoteca**

Volunteer based organisation, serving as activists and evangelists for the portuguese games' ecosystem, with the goal of bringing together and nurturing the game's development industry in Portugal.

Main activities include:

- Organise meetups, game jams and other game development focused events.
- Work with schools and communities to give rise to more and better games, share resources and create a meaningful heritage.
- Partner with other organisations in the field to create an information sharing network, enhance each other's capabilities and discover new initiatives.

2012-2016 **ESN** (Erasmus Student Network) Lisbon
Collaborator and Buddy

Skills

Programming C#, C++, Objective-C

Engines Unity, Cocos2D, Unreal

Other Gameplay systems programming, Game Design, UI programming

Achievements

2020 Winner of the Playstation Talent's Award for Best Children's Game with Controller King

2020 Speaker at *Game Industry Conference*

2019 & 2020 Speaker at *Game Dev Camp*, Portugal's biggest game developer conference

2018-NOW Lisbon's monthly game dev meet organizer

Academic Formation

2014-2017 Masters degree in Informatic Engineering – Multimedia

ISCTE – Instituto Superior de Ciências do Trabalho e da Empresa
Lisbon

Master thesis on visual attention in video games, for which I developed a game in Unreal Engine 4

October 2016-July 2017 Video Game Design course

World Academy

Lisbon

September 2015-February 2016 Erasmus

WIT – Warsaw School Of Information Technology
Warsaw

- Very enriching experience at both personal and academic levels, where I had the opportunity to have teachers with a vast CV in video game development and working in some of the best studios in Poland

2009-2013 Bachelors Degree in Informatic and Computer Engineering

IST - Instituto Superior Técnico
Lisbon

Foreign Languages

English C2 level in the Language Assessment of Erasmus+ OLS

Spanish I can speak and understand without any difficulty