



Lisboa, Portugal

19/09/1991

+46 0724448394

+351 916775138

jantunes91@gmail.com

twitter.com/JoaoEAntunes

linkedin.com/in/joaoeantunes



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 help others achieve the game dev dream.

Professional Experience

2021-Today Senior Gameplay Programmer (PC and Console/C++)

Massive Entertainment - A Ubisoft Studio

- Avatar: Frontiers of Pandora - 3C Programming
- Star Wars: Outlaws

2021 Gameplay Programmer (Mobile/C++)

Super Evil Megacorp

- Catalyst Black

2020-2021 Unity Developer (VR/C#)

Virtuleap

- Enhance - gameplay, core systems and UI development, technical and processual leadership

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

Volunteering

2016-2021 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 included:

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

Skills

Programming C++, C#, Objective-C

Engines Unity, Snowdrop, Cocos2D, Unreal

Other 3C Programming, Gameplay Systems Programming, Game Design, Production

Achievements

2019-2023 Guest Speaker at devcom, Game Industry Conference, PGC Helsinki, Game Developer Sessions, SINFO 23 and Game Devcamp

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

2018-2021 Lisbon's monthly game dev meet organizer

Studies

2022-2023 Digital Project Game Management

The Game Assembly

Malmö

2014-2017 Masters Degree in Informatics Engineering – Major in 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

2009-2013 Bachelors Degree in Informatics 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