

GONÇALO MARQUES

A passionate game developer from Lisbon, Portugal who dedicates his time to making the very thing he loves, videogames! I have a preference toward Gameplay programming and crave for challenges and solving new problems.

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Website: <https://goncasmage1.github.io/>

KNOWLEDGE & TOOLS

PROGRAMMING LANGUAGES:

- C/C++ ●●●●●
- Python ●●●●○
- Java ●●●●○
- C# ●●●●○
- JavaScript ●●●○○

TOOLS:

- Unreal Engine 4 ●●●●●
- Unity 5 ●●●●○
- Visual Studio ●●●●○

INDEPENDENT PROJECTS

LAW OF EDEN - <https://goncasmage.itch.io/lawofeden>

A 3D Puzzle Platformer developed in Unreal Engine 4, mostly by myself. My tasks included everything other than 3D modelling and texturing (i.e. Programming, Level Design, Music, etc.). Developed in C++.

UNREAL GEAR SOLID - <https://goncasmage1.github.io/UGS.html>

Solo project developed in Unreal Engine 4, consisted of implementing some mechanics from the Metal Gear Solid series, including movement and gameplay features, simple artificial intelligence, UI, audio, etc. Developed in C++.

“UI NAVIGATION” PLUGIN -

<https://www.unrealengine.com/marketplace/uinavigation>

A positively received Unreal Engine 4 plugin with over 10k downloads that allows developers to build Menus that can be navigated by different types of inputs in a unified and flexible way. Free and Open-Source.

FREELANCE WORK

DATASET GENERATOR - A project made for a local startup called Sensei, which involved generating Datasets using Unreal Engine 4.

EDUCATION

COMPUTER SCIENCE BACHELOR’S DEGREE (2015-2018) - INSTITUTO SUPERIOR TÉCNICO (UNIVERSIDADE DE LISBOA)

Lectured a workshop on the basics of Unreal Engine 4 in IST

NOTE-WORTHY

TOP KARMA EARNER ON THE UE4 ANSWERHUB FOR A WEEK

MUSIC BACKGROUND

PRIOR EXPERIENCE WORKING ON MULTIPLAYER SYSTEMS (FOR UNRELEASED GAME)