



# João Matos

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**Date of birth**: 24/07/1999 **Nationality**: Portuguese

## ABOUT ME

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Video and Computer Games Developer/Programmer.  
Most familiar with Unity and C# programming, but also with HTML, and CSS.  
Looking forward to gaining experience as a game developer and programmer.

## WORK EXPERIENCE

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[ 09/2023 – Current ]

### Software Engineer

#### *Unit4*

Full stack web app development.

Mostly responsible for backend development with .NET and Entity Framework Core.

[ 05/2023 – 08/2023 ]

### Software Engineer Intern

#### *Unit4*

**Country**: Portugal

Full stack web app development.

Mostly responsible for backend development with .NET and Entity Framework Core.

[ 11/2022 – 04/2023 ]

### Software Developer

#### *Bee Engineering*

**City**: Lisbon | **Country**: Portugal

Full stack web app development.

Developed Web APIs and frontend applications connected with each other.

React, .NET, Entity Framework Core, and Docker were the mainly used technologies.

[ 01/2022 – 02/2022 ]

### Game Developer

#### *Dark Cloud Games*

**City**: Lisbon | **Country**: Portugal

Academic internship as a game and tools programmer, to speed up the repetitive work when developing games.

Unity, C#, and Angular were the mainly used technologies.

## EDUCATION AND TRAINING

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[ 2019 – 2022 ]

### Bachelor in Videogames

#### *Universidade Lusófona de Humanidades e Tecnologias*

**City**: Lisbon | **Country**: Portugal |

## DIGITAL SKILLS

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### My Digital Skills

Unity | C# | Git | Problem Solving | Game Design | .NET Framework | Entity Framework | HTML | CSS | Angular | React

## PROJECTS

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[ 10/2022 – 12/2022 ]

### **Bee The Best**

Web app to register team-building tournaments with rankings and prizes.

I was responsible for developing parts of the API and parts of the front end, using .NET and React.

[ 07/2022 – 09/2022 ]

### **Alter: Tales of Ubuntu**

Alter: Tales of Ubuntu is a first-person puzzle game developed with Unity.

I was responsible for developing game mechanics such as player movement, interaction, inputs, and a dialogue system.

**Link:** <https://youtu.be/4OIMOM69M6g>

[ 09/2021 – 07/2022 ]

### **Alter**

Alter is a first-person puzzle game developed with Unity.

I was responsible for developing game mechanics such as player movement, interaction, inputs, object inspection, and dialogue system.

**Link:** <https://youtu.be/5mwTeWtbjXI>

[ 02/2021 – 02/2022 ]

### **Beira Mar!**

Beira Mar! is a 3D serious game developed with Unity.

I was responsible for developing game mechanics such as player movement, interaction, inputs, camera movement, and level scalability.

**Link:** <https://youtu.be/Q9KXA4SjFzY>

[ 02/2021 – 06/2021 ]

### **Loctan's Adventures**

Loctan's Adventures is a 3D third-person action puzzle game developed with Unity.

I was responsible for developing game mechanics such as player movement, interaction, inputs, camera movement, and enemy artificial intelligence.

**Link:** [https://youtu.be/L5SOX6C\\_NtE](https://youtu.be/L5SOX6C_NtE)

[ 09/2020 – 02/2021 ]

### **Redemption: The Deadly Sin**

Redemption: The Deadly Sin is a first-person puzzle game developed with Unity.

I was responsible for developing game mechanics such as player movement, interaction, inputs, camera movement, and object inspection.

**Link:** <https://youtu.be/hVwglx1hIG0>

[ 02/2020 – 06/2020 ]

### **Doctor Strange A Portalformer Adventure**

Doctor Strange A Portalformer Adventure is a 2D platformer game developed with Unity.

I was responsible for game programming, including mechanics, animations, camera movement, and enemy artificial intelligence.

**Link:** <https://youtu.be/mzO-xxB8qE>

## LANGUAGE SKILLS

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**Mother tongue(s):** Portuguese

**Other language(s):**

**English**

**LISTENING C1 READING C1 WRITING C1**

**SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1**

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

**DRIVING LICENCE**

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**Cars:** B1

**Cars:** B