

Mário Fernandes

Game Programmer

Portfolio: <http://www.mariofernandes.co.uk>

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Profile

A recent graduate with a first-class degree in Computer Games (Software Development), looking to secure a Graduate/Junior Game Programmer position to use and further develop my programming skills and knowledge in a practical and fast-paced environment. My career goal is to assume a role that allows me to develop tools for my fellow teammates and help them reach their full potential in game development.

Technical Skills

- Software dev – C++, C#
- Games Engines – Unreal, Unity
- SDK's - DirectX, PlayStation 4 SDK, SDL
- Version control – GitHub
- Tools - Wwise

Education

Solent University (2018 – 2021)

BSc (Hons) Computer Games
(Software Development)

Grade: First Class of Honour

At Solent University I learnt skills relevant to software development from the ground up, with a heavy focus on C++ and C#. Throughout these years I have created many projects for assignments using various API's such as DirectX11, SDL, PlayStation 4 SDK, Unity3D, Unreal and Wwise. I also studied common project management methodologies for software development in several units as well as putting these to practice for assignments.

Escola Secundaria de Caldas das Taipas (2015 – 2018)

Professional Course of Electronics,
Automation, and Computers
Technician

Grade: 18/20

In this course, I learned how to design, create and repair electronics. From designing with Proteus to creating circuit boards, I learned to repair computers and any type of electronics as well as learn how to automate robots, Raspberry Pi's and Arduinos using C++ and Processing.

Language

- Portuguese - Native
- English - Professionally

Employment History

Student Ambassador Solent University Oct 2019 – Jun 2021	<ul style="list-style-type: none">• Inspiring the new generation of university students through assisting with workshops and communicating personal university experiences and tips.• Working with a large group of student ambassadors to facilitate application days and help students discover their future passion.• Building the university community and helping students with challenges and opportunities.• Help new students, in their new environment, find their community within the university.
Intern MicroByte Informática Mar 2018 – Jul 2018	Repair computers, phones, tablets, video game consoles and meet clients.
Intern Guimocircuito - Circuitos Impressos Lda May 2017 – Jul 2017	Manufacture printed circuit board and assemble electronic components.

Other Experience/Achievements

Binger Ninja – Digital Sushi

- Binger Ninja was created by me and my class of third-year university students during the Covid-19 pandemic, throughout this entire process we have only communicated online.
- In this project, I had the opportunity to fill a lot of roles like Gameplay Programmer, Platform Programmer, QA, Optimization and Programming Lead.
- More information on my portfolio.

The game can be found here:

Steam: https://store.steampowered.com/app/1557300/Binger_Ninja/

Itch.io: <https://jonthebluecow.itch.io/binger-ninja>

Student Representative – Solent University

- I worked as a course representative for two years.
- As a course rep, I would hear feedback from my classmates and direct if necessary. I would represent them as well on course meeting as well as proposing improvements and help shape the course to something the students want to be in.

Hobbies and Interests

My main interest is music, I always liked to sing and listen to music, inspiring me to participate in the choir when I was a kid.

Besides that, games are my main passion, I always had games with me, speciality when I was a kid. I spent most of my summers at home with my siblings. We didn't have internet so we couldn't do much, but we had a PlayStation 2, so we ended up playing the simplest local co-op games, the entire summer, make those times fun and igniting my passion to bring happiness to people with games.

References

Available on request