






Contact & Portfolio

Find me on :

 fantunes.dev@gmail.com

 Montréal, Québec, Canada

 <https://filipe-antunes-da-silva.com>

 www.linkedin.com/in/fantunes-ds

 <https://github.com/fantunes-ds>

Filipe ANTUNES DA SILVA
Game Programmer

ABOUT ME

My name is Filipe and I'm an enthusiastic Game Programmer.

My interest for Game Programming came during my Game Design studies. I enjoyed it so much I decided to specialize in this field.

Then I got a job as a Game Programmer, and enjoyed it even more.

I am finishing my second and last year of studies in Montreal, and looking to work as a Game Engine Programmer.

EDUCATION

• **AEC Game Engine Programming**
ISART DIGITAL / MONTREAL, QUEBEC, CANADA
Aug 2018- Now (Until June 2020)



• **Bachelor Game Design**
BELLECOUR ECOLE D'ART / LYON, FRANCE
Sept 2015- July 2017



EXPERIENCE

• **Game Developer / Programmer**
CERN / MEYRIN, SWITZERLAND
Aug 2017- Aug 2018



HIGHLIGHTED PROJECTS

• **IDENTITY**
GAME ENGINE PROGRAMMER
ISART | 3D GAME ENGINE AND EDITOR
Jan 2020 - Jun 2020 | W.I.P.



• **HEAL**
GAMEPLAY PROGRAMMER
CERN | 3D SERIOUS GAME USING UNITY AND C#
Sept 2017 - Nov 2017 | Shown at the Automnales



• **RAISE THE SCULPTURE**
PRODUCER, GAME DIRECTOR/DESIGNER AND PROGRAMMER
BELLECOUR/PERSONAL | 2D MOBILE GAME USING UNITY AND C#
Sept 2016 - Oct 2016 | Now Available on the Google Playstore



LANGUAGES



FRENCH



PORTUGUESE



ENGLISH



C#



C++



SPANISH

BILINGUAL
NATIVE LANGUAGES

FULL PROFESSIONAL
PROFICIENCY

PROFESSIONAL
PROFICIENCY

CREATIVE SKILLS

HARD SKILLS

- Gameplay Programming
- Online Programming
- Game Design
- Level Design
- IA Programming
- Engine Programming
- Prototyping
- Debugging
- Optimisation

SOFT SKILLS

- Seriousness
- Team Work
- Punctuality
- Rational Thinking/Design
- Open To Critics
- Ambitiousness
- Adaptability
- Reliability
- Tenaciousness/Determination

SOFTWARE AND FRAMEWORK



UNITY



UNREAL



DIRECT X 11



GIT



OPEN GL



ADOBE
SUITE

HOBBIES & INTERESTS

