

# João Freire

## Game Programmer

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### Education

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2021 - present	<b>Game Programming, Futuregames</b>	Stockholm, Sweden
2021 - 2021	<b>Game Engines - Unreal Engine, Futuregames</b>	Stockholm, Sweden
2016 - 2019	<b>Bachelor's Degree in Electronics Engineering, Instituto Superior Técnico (University of Lisbon)</b>	Lisbon, Portugal
2011 - 2014	<b>Science and Technology, Escola Secundária Nuno Álvares (High School)</b>	Castelo Branco, Portugal

### Projects

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2022 - present	<b>Nata Engine, 2 months - C++   OpenGL</b> <a href="#">↗</a> Personal project of a game engine built from the ground up in C++ and OpenGL.
2022	<b>Rouse, 7 weeks - Unreal   Game</b> <a href="#">↗</a> Group project of 12 people where I worked as a <b>gameplay, animation and UI programmer</b> . For my education at Futuregames.
2022	<b>Pack Up &amp; Leaf, 4 weeks - Unity   Game</b> <a href="#">↗</a> Group project of 11 people where I worked as a <b>gameplay and VFX programmer</b> . For my education at Futuregames.
2022	<b>joaofreire.se, 2 weeks - HTML   CSS</b> <a href="#">↗</a> Personal project of my own portfolio website from scratch using Github Pages hosting.
2021	<b>Runtime Editor, 2 weeks - Unity   C#   Tool</b> <a href="#">↗</a> Personal project of a runtime editor.

### Skills

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### Languages

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English	● ● ● ● ●	Portuguese	● ● ● ● ●
Swedish	● ● ● ● ●	Spanish	● ● ● ● ●