

Hugo Damas

Citizenship: Portuguese ▪ **Date of birth:** 05 August 1988

Contact

E-Mail: hugo.damas@Gmail.com

Work Experience

Skymoos Edinburgh LTD (Scotland)

Game Programmer (C#, Unity3D&Unity Script)

Game, Physics and Tools programmer (Unity3D)

- ✓ Developed a multiplayer third person shooter for mobile.
- ✓ Worked with different specialist departments: Game design, 3D art design, production and animation.
- ✓ Main gameplay programming and asset management. Integrating third-party frameworks.

Employed

April 2017- April 2018

GoodGame Studios (Germany)

Game Programmer (C#, Unity3D&Unity Script)

Game, UI and Tools programmer (Unity3D)

- ✓ Developed a massive multiplayer online strategy game in a really big team.
- ✓ Worked with different specialist departments: Game design, User Experience, User Interface Design, 3D art design, server-dedicated developer team and my own team of client-dedicated developers.
- ✓ Developed tools to support fast and safe live updates of the game.

Employed

June 2015- February 2017

PlayMagic (Malta)

Game Programmer (C#, Unity3D&Unity Script)

Game, AI and Network programmer (Unity3D)

- ✓ Developed and implemented for a multiplayer action mobile game.
- ✓ Designed and implemented AI for computer controlled characters.

Employed

October 2014- March 2015

Tokyo National Institute of Informatics (Predinger lab, Japan) – iCO2

Programmer and Research Assistant (.Net Framework, C#, Unity3D&Unity Script)

Game and network programmer (Unity3D)

- ✓ Developed and implemented systems for a massive multiplayer, browser and mobile focused, driving simulator.
- ✓ Produced technical documentation for all my work. Provided server maintenance during launch campaign.
- ✓ Gameplay and Network programming.

Employed

October 2013- March 2014

INESC-ID (GAIPS group, Portugal) – INVITE

Programmer (.Net Framework, C#, Unity3D&Unity Script)

Game and GUI Designer and programmer (Unity3D)

- ✓ Developed a multiplayer point&click video-game focused on massive gameplay scenario configurability.
- ✓ Producing technical documentation, gameplay tutorials, and video gameplay tutorials.
- ✓ Gameplay and Network programming.

Employed

April 2012-April 2013

Education

2009 to 2011

Master of Science (MSc) in Computer Engineering and Multimedia

Instituto Superior Técnico, Lisbon, Portugal.

Thesis: Designed and developed an A.I. for a real-time automatic broadcasting system which could assist with the live broadcasting of E-Sports. Named *AutoBroad*. Graded **19/20**.

Final Grade: **17/20**.

Skills and Competences

Computer: C#, UnrealScript, UnityScript, C, C++, PHP, Java, HTML, MySQL, Visual Studio, Monodevelop, UDK.

Languages: Portuguese(Native) and English (Fluent)

Activities and Interests

Video-game development: Developed Twelve video-games, within teams, with gameplay programmer as my main task, and AI/Camera /UI programmer as my secondary. Also tasked as writer and game designer in some.

Writing: Four web-comic collaborations. Three published novels. A multitude of work online.

Other: Basic Japanese and German (course). Drums (course). Parachuting (course). Judo.

More information can be found at my personal website. HDamas.com.