










ANDRÉ SANTOS

Web & Game Developer

Contact

-  andreddev.santos@gmail.com
-  (+351) 915 277 112
-  Lisbon, Portugal
-  andresantos.dev
-  andredevsantos
-  theonedev.itch.io
-  artstation.com/andrecsi

Soft Skills

- Verbal and visual communication
- Fast learner and self-motivated
- Curious and open-minded
- Good at managing stress

Hard Skills

Programming languages / Databases:

React, JavaScript (ES6+), Sass, Tailwind CSS
HTML 5, CSS 3, Next.js, PHP, C#, SQL

Tooling / Platforms:

Git, NPM, Firebase, SVN

Software:

Figma, Unity, 3ds Max, Maya, zBrush,
Substance Painter & Designer, Photoshop,
Illustrator, After Effects, Premiere Pro

Languages

Portuguese (Native)
English (Fluent)
Spanish (Basic)
Korean (Basic)

Hobbies

Photography
Videogames
Sports
Piano



Employment history

3D Environment Artist at Lockwood Publishing

March 2020 - October 2021

Responsible for modelling, texturing, lighting, optimizing and setting up environments and props in Unity to be used on mobile. Projects range from shorter weekly projects to big projects with external partners. I also work on a variety of different projects from Motion Graphics to Graphic Design.

AR Development Internship at ONTOP Studios

September 2019 - December 2019

Worked mostly as a 3D Artist, both in client work and in-house projects. Also coded various test projects in Unity (C#) and used different AR technologies such as Vuforia and AR Foundation.

Game/Web Developer and 3D Artist at Universidade Lusófona de Humanidades e Tecnologias

September 2018 - August 2019

Responsible for creating and implementing VR environments and characters in Unity. Worked closely with psychology graduates and professors to study various conditions and treatments using VR.

3D Artist and Designer at Game Nest

April 2018 - September 2018

Responsible for all aspects regarding the 3D Art and design pipeline (Concepts, Modeling, UV mapping and texturing).

Web Design / Graphic Design Internship at Avila Spaces

April 2015 - June 2015

Worked on a variety of projects ranging from logo design, brochures, websites to motion graphics and video editing.



Education

Bachelor's in Multimedia and Video Game Development

September 2016 - July 2019

Throughout the course, I learned many different subjects such as programming (Java, C#, and Javascript) and later focused on learning 3D Modeling and Design. Two times winner (2017/2019) of the "Game of the Year" contest at the university's internal showcase, voted by industry professionals.



Awards

2 Awards and 2 nominations, PlayStation Talents 2018

2018

Our game "Capture" won two categories, "Press Award" and "Best use of the PlayStation platform" and was also nominated for "Best Art" and "Best game of 2018".

Game of the Year, Over&Out Lusófona 2017/2019

2017/2019

In 2017 I worked as a programmer on the winning project "Qarin".
In 2019 I worked as a 3D Artist on the winning project "Neokai".

Gold Award, Comic Con Portugal 2018

2018

We at OX participated in the indie game showcase and won the Gold Award with our game "Capture".