

# Tiago Martins Andrade

Software Engineer & VR Developer



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## Profile

I'm a Virtual Reality enthusiast who recently graduated at the University of Coimbra. "Locomotion in Virtual Reality" was the subject of my MSc thesis which I did as an internship at Mimicry Games. I have experience developing games using Unreal Engine or Unity3D and familiarity with VR devices such as Oculus Rift, HTC Vive and GearVR. I'm looking for an opportunity to develop AAA games and build up my current skills.

## Employment History

- September 2016 – July 2017      **Intern – "Locomotion in Virtual Reality" | Mimicry Games, Portugal**  
Study of different methods of movement in the virtual world and analysis of the Simulation Sickness through an experimental study with a test group. Prototype using Unreal Engine, Blueprints and C++.
- September 2015 – Jun 2016      **Android Developer | Institute for Interdisciplinary Research of the University of Coimbra (IIUC), Portugal**  
Creation of an Android application that gathers information from the various research centres of the University of Coimbra, as well their location with Google Maps and contacts.
- December 2013 – July 2015      **Web Developer | Special project of image media and communication of the University of Coimbra (PIMC), Portugal**  
Develop and update the back-end structure and front-end UX and UI of an online cultural agenda for the City of Coimbra. The main programming languages used were Java and JS.

## Education

- September 2014 – July 2017      **MSc in Software Engineering – 16/20 | University of Coimbra, Portugal**  
Core Modules: Human-Computer Interaction, Requirements Engineering, Software Architecture, Software Quality and Dependability, Ubiquitous Systems, Game Design.  
Thesis subject.  
"Locomotion in Virtual Reality" – 18/20  
Relevant Projects:  
Development of an immersive game with Unity3D for Game Design course, inspired by the story of Agatha Christie, "And Then There Were None"; it lied on environment exploration, with the story being unfolded through the player's actions.  
More: <http://tagowill.com/gameproject>

September 2010 –  
June 2015

**BSc in Informatics Engineering – 12/20** | *University of Coimbra, Portugal*

Core modules: Computer Graphics, Data Structures and Algorithms, Programming and Problem Solving using Java, Python and C, Distributed Systems, Data Analysis, Operative Systems, Databases, Compilers and introduction to Artificial Intelligence.

## Personal Projects

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**Game “aMAZEing World”** aMAZEing World is an original VR experience designed to take advantage of the Oculus Rift tracking system to create a game without any controls besides your head movements. The game was originally made in Unity3D using C# but now is being remade in Unreal Engine using C++. The demo was showcased at Portugal Comic-Con 2016.

## Skills

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<b>Programming</b>	C, C++, C#, Python, Blueprints, Java, SQL, OpenGL
<b>Web</b>	AWS, Flask, HTML, REST, XML, JSON
<b>Software</b>	Android Studio, Visual Studio, Git, Perforce, Office
<b>Engines</b>	Unreal Engine, Unity3D
<b>VR Devices</b>	HTC Vive, Oculus Rift, GearVR
<b>QA</b>	Unit test, Integration test, System test, Black-Box and White-Box testing
<b>Languages</b>	Portuguese (native speaker), English (fluent)
<b>Soft-Skills</b>	Strong Work Ethic, Positive Attitude, Responsibility, Flexibility, Team Player

## Extra Curricular Activities / Interests

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<b>Extra activities</b>	I did two cultural exchanges with young people from 6 different nationalities. I was a director and chief executive of Television of the Academic Association of Coimbra.
<b>Interests</b>	VR, FPS and Strategy games, Drama and Thriller movies.
<b>Sports</b>	Fullcontact and Kickboxing.