Inês Mateus Lobo

Game Developer / Programmer

3nd Year BSc Computer games
Development University Student
@University Of Westminster

Details

ineslobo@hotmail.com

Links

Web: ineslobo.co.uk
LinkedIn: ines-lobo

Skills

- ☠ C#
- ☠ Unity
- ☠ Unreal
- ☠ MonoGame
- ☠ C++
- ☠ Wix
- ☠ HTML & CSS
- ☠ WordPress
- ☠ Game Development
- ☠ Maya
- ☠ JavaScript
- ☠ MySQL
- ☠ Adobe Photoshop
- ☠ Microsoft Office
- ☠ Customer Service
- ☠ Dev & maintenance of Database
- ☠ IT Hardware & Software Technical

Profile

I am currently in my second year in BSc Computer Game Development at Westminster University. I strongly believe in the importance of work experience in multiple software development areas in order to gain knowledge and an understanding of the industry. I am a dedicated decisive, and results-driven person who has been able to work, manage and plan small projects.

Achievements

- Certificate of Game Programming with Unity and C#
- Certificate of Game Programming and Game Design with Unity and C#

Employment History

Software Development Apprentice, Stock In The Channel, UK
May 2017 – May 2020

- Creating websites using WordPress, Wix, and HTML &CSS language
- Experience with Visual Studio software
- Experience with Unity for game development
- Experience with Adobe software tools such as Photoshop, Illustrator, etc.
- Assist in Marketing development
- Customer support

IT Technician Apprentice, Alisar Solutions LTD, UK
Mar 2016 – Mar 2017

- Install and configure software applications
- Hardware repair and installation
- Assist in producing and maintaining IT statistics, reports, checklists, and other
- Maintain an appropriate stock level of computer consumables and accessories
- Raise orders as necessary and keep records of purchase
- Any other duties as instructed by senior members

Computer Assistant, Reboques M.Afonso, Portugal
May 2017 – May 2020

- Telephone support
- Identify and solve technical problems
- Fully use of PRIMAVERA software in daily bases
- Creating new templates for the organization documentation;
- Data entry related to customers or stock
- Preparing documentation monthly, such as, reports
- Customer Service
- Monitoring employees activity
- Adaptation to new environments as well new situations

Education

Bachelor of Science BSc (Honours) Computer Games Development, University of Westminster, UK
September 2020 – Present

Year 1

- Programming Principles (C++)
- Game Enterprise
- Mathematics for Games
- Games Development Group Project (Unity, MonoGame, C#)
- Games Design & Asset Creation (Unity, Maya)

Year 2

- Game Programming Patters (OOP - C++)
- Applied Maths & Physics (Unity3D & OpenGL)
- Game Engine Architecture (UE) - On going
- Games Studio (UE - C++ and Blueprints), Maya, VR)
- Algorithms: Theory Design and Implementation
- Game Programming Patterns
- XR Multimodal Interaction

Year 3 (On Going)

- Games AI
- Games Networking and Security
- Computer Graphics (CG) Programming
- Computer Games Development Final Project
- Algorithms: Theory Design and Implementation
- Advanced Interactive Media Development

Apprenticeship – Level 5 in Software Development, QA LTD, UK
December 2018 – May 2019

Apprenticeship – Level 4 in Software Development, QA LTD and South Thames College, UK
May 2017 – December 2018

IT and Telecoms Professional (BTEC) Apprenticeship, SCL Training Ltd and South Thames College, UK
August 2015 – March 2017

- Edexcel Level 3 BTEC Diploma in Professional Competence
- Edexcel Level 3 BTEC National Extended Diploma in Information Technology (QCF)
- Maths Level 1 & 2
- English Entry 3 and Level 1 & 2

GCE Advanced Level/ Scottish Advanced Higher standard in Business Economist, Escola Secundária Padre Alberto Neto, Portugal
October 2013 – August 2015

- N/SVQ Level 3 Standard