

# Alex Nogueira

✉ [nogueira.alex.1999@gmail.com](mailto:nogueira.alex.1999@gmail.com)

☎ (+352) 621 492 123

in [in/nogueira-alex](https://www.linkedin.com/in/nogueira-alex)

📁 [Portfolio](#)

## Skills

### Programming Fundamentals

OOP, Data structures & Algorithms, Design Patterns, SOLID, Networks, Databases

### DevOps

Git, Perforce, CI/CD (Jenkins, Teamcity)

### Game Development

Tool, Engine, Gameplay and Shader Development.

Unity, Unreal Engine, VR+AR Dev

### Tools/Others

SIMD, Unit Testing

### Programming Languages

.Net C#, C++, SQL, GLSL

### Math

Excellent Analytical and Problem Solving skills, Strong Intuition

## Professional Experience

### Software Engineer

*Winning Streak Games GmbH.* [🔗](#)

- Designed and implemented an in-house tool for creating football scenes.
- Collaborated with users to improve the product on a weekly feedback loop basis.
- Implemented support for Skinned Mesh Rendering.
- Implemented a Particle System Renderer & Design Tool

08.2022 – present

Cologne, Germany

### Intern Software Engineer

*Envision Entertainment GmbH.* [🔗](#)

- Designed and implemented a new Terrain Editing Tool.
- Supported development of in-house Engine Tools such as the Game Entity Database and Asset Editor using C#, .Net and WPF.
- Implemented and Designed a safety system to natively support new peripherals.

01.2021 – 07.2021

Ingelheim, Germany

### Intern Software Engineer

*EduGamiTec* [🔗](#)

- Designed games to showcase the MemoMoti System.
- Implemented and Designed a software library in C# for the company's Quiz System.
- Optimized for performance to target Web + Mobile Platforms.

05.2020 – 07.2020

Luxembourg

## Education

### Bsc. (Hons.) In Computing In Games Engineering

*Dundalk Institute of Technology* [🔗](#)

OOP (C#), Physics Simulation, AI (Neural Networks & more), Network Programming (C++, Network Optimization Techniques)

10.2020 – 05.2022

Ireland

### BTS Game Programming and Game Design

*BTS - LTAM* [🔗](#)

OOP & Design Patterns, Interactive Systems, UI/UX, Project Management, 2D/3D Mathematics, Databases, VR+AR

08.2018 – 07.2020

Luxembourg

### General Certificate Of Secondary Education - Advanced Level In General Technical Stream, Subject Area Computer Science

*LTAM* [🔗](#)

09.2011 – 06.2018

Luxembourg