JOSÉ LICO - SOFTWARE ENGINEER

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EXPERIENCE

Software Engineer, Research & Development   Jan 2022 - Present
FABAMAQ   *Porto, Portugal & Remote*

- Lead developer working on a new framework to power the company's next generation of casino slot games
  - Programmed and architected said framework, including gameplay logic, extensive tooling, communication with services through WebSockets & CI/CD pipeline in Gitlab.
  - Set and planned targets for product, maintained documentation & organized tasks for other developers
  - Held large company presentations to promote the upcoming new tech
- Guided the team in optimizing a set of games by reducing draw calls by up to 85%, allowing much sooner deployment. Trained colleagues on rendering best practices, OpenGL principles, and graphics debugging
- Developed a prototype for a new slot game, collaborating and negotiating with designers and musicians. Successfully pitched and sold ideas for the product despite being a newcomer

Tech: C#, C++, Godot, CMake, SCons, OpenGL, RenderDoc, Linux, Git, GitLab CI/CD, JIRA

Software Engineer Intern   Aug 2020 - Nov 2020
HEI Lab   *Lisbon, Portugal*

- Developed a VR application in Unity, designed for use in memory experiments targeting the Meta Quest
- Worked with a multidisciplinary team of engineers and psychologists to ensure the application met both technical and research requirements

Tech: C#, Unity, Meta Quest/Oculus Quest, Git, VR

PROJECTS

Dusk Engine - Cross platform 3D Game Engine written in C++ with an OpenGL rendering backend. Editor tool to create and manipulate game data & embedded Lua language for easy scripting. Using tidy build system scripts for all project modules and dependencies - Github.

Personal Website - Serving as personal portfolio and playground. Deployed Nginx server on VPS, configured DNS records for domain, setup CI/CD workflow on Github. Built website with Hugo and setup a Dovecot email server - Link.

EDUCATION

Computer Game Applications Development BSc., Abertay University   Jan 2021 - May 2021
Final Grade: 17/20   *Dundee, Scotland*
International Mobility Program

Games & Apps Development, BSc., Universidade Europeia   Sep 2018 - May 2021
Final Grade: 16/20   *Lisbon, Portugal*

LANGUAGES

German - C2, Fluent in writing and speaking
English - C2, Fluent in writing and speaking
Portuguese - Native