

JOSÉ LICO - SOFTWARE ENGINEER

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EXPERIENCE

Software Engineer, Backend Engineer
Massive Studios

Dec 2024 - Current
Full Remote

- Started working at Massive Studios, as a backend engineer

Software Engineer, Research & Development
FABAMAQ

Jan 2022 - Mar 2024
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 project, 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
HEI Lab

Aug 2020 - Nov 2020
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

SKILLS

Tech & Skills: Golang, TS/JS, Python, C#, C++, Lua, Docker, Kubernetes, Kafka, React, NextJS, NodeJS, PostgreSQL, Redis, Tailwind, Linux, OpenGL, Godot, Unity, GCP, AWS, CI/CD, CMake, SCons, Premake, Git, Gitlab, Github

Languages:

English - C2, Fluent in writing and speaking

German - C2, Fluent in writing and speaking

Portuguese - Native

EDUCATION

Computer Game Applications Development BSc., Abertay University (Erasmus)
Final Grade: 17/20

Jan 2021 - May 2021
Dundee, Scotland

Games & Apps Development, BSc., Universidade Europeia
Final Grade: 16/20

Sep 2018 - May 2021
Lisbon, Portugal