

Francisco Domingues

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WORK EXPERIENCE

Redcatpig Studio

Oct. 2021 – Nov. 2023

Unity Developer

Angra do Heroísmo, Ilha Terceira, Portugal - Remote

- Sole developer on multiple Unity projects.
 - Turned seven game ideas into functional prototypes over the span of a few months.
 - Developed a functional VR 360° video player application.
- Coordinated with 5 team members along with the art and design departments to produce a massively multiplayer online social game.
 - Implemented the frontend of the inventory and trade systems with async connection to the Azure Backend.
 - Designed and implemented a flexible room customization system with over 600 different furniture pieces and over 70 different room layouts.

Redcatpig Studio & Câmara Municipal de Palmela

Apr. 2021 – Jul. 2021

Sole Developer on "Capelo e Ivens: Explorando África"

Angra do Heroísmo, Ilha Terceira, Portugal - Remote

- Implemented the entire codebase using Unity and C#, optimized for low end Windows hardware.
- Collaborated on the game design with one other team member.
- Designed, developed and delivered in 3 months as a team of two.

Nerd Monkeys®

Mar. 2021 – Jun. 2021

Port Programmer on "SGC - Short Games Collection #1" for the Nintendo Switch

Lisbon, Portugal - Remote

- Improved game stability by fixing bugs and crashes due to oversights and platform differences.
- Optimized performance of the game on the Nintendo Switch.
 - Increased the framerate during a VFX blur transition from around 15 FPS to around 55 FPS.
 - Improved performance dramatically by optimizing particle systems.
- Fine-tuned and configured camera settings, paths and transitions on the immersive dynamic menu.

EDUCATION

Instituto Politécnico de Leiria – Escola Superior de Tecnologia e Gestão

September, 2021

Bachelor's degree in Games and Multimedia

Leiria, Portugal

- Emphasis on game programming using Unity through C#, and Unreal Engine through C++ and Blueprints.

SKILLS

Unity (C#); Unreal Engine (C++ & Blueprints); ASP.NET Core MVC; Microsoft SQL Server; MySQL; Entity Framework Core; JavaScript; HTML; CSS; full-stack development; database design; backend logic; gameplay programming; multiplayer features; VR development; Git; Jira; Agile/Scrum

PROFESSIONAL TRAINING

Centro de Emprego e Formação Profissional de Leiria

July, 2025

350 hour training course on ASP.NET Core MVC

Leiria, Portugal

- Completed training in software engineering, algorithms, databases, and full stack development with C#, SQL and ASP.NET Core MVC.
- Trained in database design and integration, including SQL, Entity Framework Core, and data-driven application development.

HOBBIES

3D printing; retro console restoration & modding; board games; trading card games.