

Francisco Domingues

fdomingues.dev@gmail.com | +351 912 360 395 | Marinha Grande, PT | fdomingues.com

WORK EXPERIENCE

Signet Vault

Dec. 2024 – Present

Co-founder

Leiria, Portugal

- Signet Vault is a small business focused on designing and producing custom board game and trading card game accessories.
- Led R&D, mechanical design, product development, and prototyping for tabletop gaming accessories.
- Designed and manufactured custom TCG deck boxes and board game components through 3D printing.
- Managed the full product lifecycle, including concept design, prototyping, production, testing and fulfillment.

Redcatpig Studio

Apr. 2021 – Nov. 2023

Gameplay and Systems Programmer | Oct. 2021 – Nov. 2023

Remote

- Sole developer on multiple Unity projects, delivering 7 functional prototypes in a few months.
- Developed a functional VR 360° video player application.
- Collaborated within a 20-person team to build a massively multiplayer online social game.
 - Implemented frontend systems (inventory and trade) integrated with Azure backend services.
 - Designed and built a modular room customization system with 600+ items and 70+ layouts.

Game Programmer | Apr. 2021 – Jul. 2021

- Sole programmer on *Capelo e Ivens: Explorando África* fully responsible for the entire codebase.

Nerd Monkeys

Mar. 2021 – Jun. 2021

Port Programmer (Nintendo Switch)

Remote

- Developed *SGC – Short Games Collection #1* and ported its games for the Nintendo Switch
- Resolved platform-specific bugs, crashes and stability issues.
- Improved performance from ~15FPS to ~55 FPS (~3.5x improvement) under certain scenarios.
- Refined camera systems and transitions for dynamic menu navigation.

EDUCATION & PROFESSIONAL TRAINING

Centro de Emprego e Formação Profissional de Leiria

July, 2025

350 hour Professional Training in ASP.NET Core MVC

Leiria, Portugal

School of Technology and Management, Polytechnic Institute of Leiria

September, 2021

Bachelor's degree in Games and Multimedia

Leiria, Portugal

SKILLS & INTERESTS

- **Technologies:** Unity (C#); Unreal Engine (C++ & Blueprints); ASP.NET Core MVC; Entity Framework Core; Microsoft SQL Server; MySQL; JavaScript; HTML; CSS; Git; Jira; Docker; Unraid
- **Skills:** Gameplay programming; Multiplayer systems; VR development; Full-stack development; Backend development; Database design; REST API development; System architecture; Performance optimization; Debugging & troubleshooting; Agile/Scrum workflows; Cross-platform development (including Nintendo Switch)
- **Interests:** 3D printing; Retro console restoration & modding; Board games; Trading card games; Homelab & Selfhosting