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Gameplay and Technical Designer, with 2+ years of experience working on a AAA title, on both the development and live-ops stage. I have experience driving features from concept to ship, and coordinating with different disciplines to achieve the product's vision. I hope to create many cherished memories for others through games.

PROFESSIONAL EXPERIENCE

Gameplay & Technical Designer | Gameplay Product Owner - Company of Heroes 3

Relic Entertainment | Vancouver, BC | February 2022 - Present

As a gameplay designer I was tasked with designing and implementing multiple gameplay systems while helping with creating interesting designs for the different factions, post-launch my main focus was on implementing new content with strict deadlines and scope. I coordinated various disciplines such as UX/UI, FX and engineering to improve various aspects of the game.

- Shipped and did live-ops for a AAA Real-Time Strategy title.
- Implemented features using the proprietary engine, scripting and state tree tools. Used C++ for core-gameplay changes, as well as identifying and fixing critical bugs.
- Gatekeeper for Swarm Reviews
- Helped improve workflows for other designers, such as authoring templated State Trees and working with the engineering
- Designed and implemented abilities.
- Led the effort on improving game responsiveness through optimization done in State trees as well as adjusting art/animations to better match core gameplay necessities.

PERSONAL PROJECTS

Project X | 2022 - Present | <https://miguelmarinheiro.com/project-x/>

Turn Based Strategy game set in a Napoleonic setting with rogue-lite elements, the player goes through various procedurally generated maps gradually improving their army with new officers and units. The game features multiple systems all done by myself such as: **Fog of War; AI; Save & Load; Procedural generation and Modifiers.**

EDUCATION

Bachelor - Computer and Telematics Engineering Sciences

Universidade de Aveiro | Portugal | 2018 - 2021

Through my studies I have learned valuable concepts in mathematics such as algebra and calculus. I have also programmed and learned important coding concepts such as Design patterns and OOP.

SKILLS

• Unity, Unreal, Godot	• Code Design Patterns	• C#, Python, Java, C/C++
• Game Systems	• Perforce, Confluence, Swarm,	• OOP
• State-tree	Azure Devops	• Visual Studio