

# Hugo Damas

**Citizenship:** Portuguese ▪ **Date of birth:** 05 August 1988

## Contact

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## Work Experience

### Earthbound Games (Scotland)

**Employed**

**Axiom Soccer – C++ & Unreal Engine 4**

**June 2018- June 2019**

- ✓ Multiplayer driver shooter soccer game for pc and consoles.
- ✓ Worked with different specialist departments: 3D art, UI/UX production, QA.
- ✓ Integrated Twitch extensions to allow twitch spectators to interact with the actual instance of the game. Used HTML & javascript/ajax with php&mysql running on an AWS server, using Twitch's developer rig in tandem with ChillConnect's BAAS. Prepared a fully functional demo.
- ✓ Implemented drone customization system and its networking.
- ✓ Implemented Camera system. Implemented many of the settings.
- ✓ Helped debug every feature and system.
- ✓ Implemented the UI system used in all menu navigation.
- ✓ <https://youtu.be/nYofVQhHX2I> for a quick look at Axiom Soccer.

### Skymoos Edinburgh LTD (Scotland)

**Employed**

**Unnamed Title – C# & Unity3D**

**April 2017- April 2018**

- ✓ Multiplayer third person shooter for all mobile platforms.
- ✓ Worked directly with different specialist departments: Game design, 3D art design, production and animation.
- ✓ Implemented Movement, Cover System, and weapon use (switching and firing).
- ✓ Implemented asset management tools using unity's asset bundle system.
- ✓ Implemented UI screens.
- ✓ Integrated many third-party frameworks.
- ✓ <https://www.hdamas.com/Videos/SkymoosDemo.MP4> for a quick look at the game.

### GoodGame Studios (Germany)

**Employed**

**Legends of Honor – C# & Unity3D**

**June 2015- February 2017**

- ✓ MMO War Strategy game for all mobile platforms
- ✓ Large scale production and distribution, working with a team of almost 100 people.
- ✓ Worked directly with different specialist departments: Game design, QA, UX, UI and 3D art.
- ✓ Implemented all Camera gameplay and a great many UI screens, like Unit Management.
- ✓ Mainly responsible for the asset management tools using unity's asset bundle system, and provided maintenance for said systems during engine migrations.
- ✓ iPhone-specific troubleshooting regarding release processes.

### PlayMagic (Malta)

**Employed**

**Beasty Scaters & Beasty Karts – C# & Unity3D**

**October 2014 - March 2015**

- ✓ Two spline-based endless runner games for all mobile platforms. 3 months each.
- ✓ Implemented all gameplay features.
- ✓ Implemented AI for computer controlled characters.
- ✓ Assisted with the implementation of the network features.
- ✓ Worked directly with 3D artist, 3D Animator, and Game Designer.
- ✓ [https://www.youtube.com/watch?v=OU2\\_hwH5zHw](https://www.youtube.com/watch?v=OU2_hwH5zHw) for a quick look at Beasty Skaters

### Tokyo National Institute of Informatics (Predinger lab, Japan)

**Employed**

**Unnamed & iCO2 – C# & Unity3D**

**October 2013 - March 2014**

- ✓ .Net Framework, C#, Unity3D
- ✓ A 3D application to teach users how to deal with different accidents in a laboratory setting. 1 month working in tandem with the owning Doctorate Student.
- ✓ A massive multiplayer driving simulator for all mobile and browser platforms.
- ✓ Implemented UI and Gameplay related to car customization.

- ✓ Worked on modifying the driving system to match the different customization choices: Driving gameplay, fuel consumption, etc.
- ✓ Developed system to keep track of user choices and consequences for later analysis and research.
- ✓ Performed analysis and research of customization choices, and provided learnings on the efficacy of the application in teaching eco-driving principles.
- ✓ Produced technical documentation for all my work.
- ✓ Provided server maintenance during two marketing campaigns.

### INESC-ID (GAIPS group, Portugal)

Project Invite – C# & Unity3D

**Employed**  
**April 2012 – September 2013**

- ✓ Multiplayer Point&Click Game Theory application.
- ✓ PC and MAC.
- ✓ Designed and implemented the UI, Gameplay and Network systems. Developed AI to play the game without player input.
- ✓ Implemented in-depth customization systems for both Characters and Game Rules.
- ✓ Produced technical documentation for all my work.
- ✓ Provided maintenance and live-patches during experimentation phases performed by other universities.
- ✓ <https://www.youtube.com/watch?v=J43mVCK9pUA> for a breakdown of the game application.

### MIND – SOFTWARE MULTIMEDIA e Industria, S.A. (Portugal)

In-House Applications - .Net Framework Silverlight 2.0 and C# COM modules. C++.

**Internship**  
**June 2008 - September 2008**

- ✓ Designed and implemented an image catalog application to browse through high quality images, changing resolution from very low to very high on the fly.
- ✓ Designed and implemented the algorithm in C++.
- ✓ Produced C# COM Modules to use within a web application developed with .Net Silverlight 2.0.
- ✓ Produced technical documentation for all my work.

## Education

**2009 to 2011**

**Master of Science (MSc) in Computer Engineering and Multimedia**

Instituto Superior Técnico, Lisbon, Portugal.

*Thesis:* Designed and developed an A.I. for a real-time automatic broadcasting system which could assist with the live broadcasting of E-Sports. Named *AutoBroad*. Graded **19/20**.

*Final Grade:* **17/20**.

## Skills and Competences

**Personal:** Good communication skills. Feature Ownership. Calm under pressure. Directly collaborate with others.

**Computer:** C#, UnrealScript, UnityScript, C, C++, PHP, Java, HTML, MySQL, Visual Studio, Monodevelop, UDK.

**Languages:** Portuguese(Native) and English (Fluent)

## Activities and Interests

**Video-game development:** Developed 8 games outside of my professional work, releasing one of them by myself on android, browser and steam. More information can be found at <https://www.hdamas.com/projects.php>

**Writing:** Four web-comic collaborations. Five published novels. A multitude of work online.

**Other:** Basic Japanese and German (1 year course). Drums. Parachuting. Judo.

Visit <https://www.hdamas.com/projects.php> for a summarized breakdown of all my game development work.