



Ana Teresa Camparigo

Artist, Programmer, Game Developer

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INTP - The Thinker
Myers-Briggs Type Indicator

I love Art, but I also love Programming. Why? Because they're both about creation.

Being a fervent thinker, my mind is always hungry for new knowledge and challenges. But at the same time it craves the unique inspiration that comes from debating and working with others.

My goal is to become part of an amazing team and bring out my full potential to the benefit of everyone. And also to have fun.

Coding Skills

AS2 / AS3	■ ■ ■ ■ ■	HTML5	■ ■ ■ ■ ■
C++ / C# *	■ ■ ■ ■ ■	Javascript	■ ■ ■ ■ ■
Java	■ ■ ■ ■ ■	Jquery	■ ■ ■ ■ ■
* currently learning/refreshing		CSS	■ ■ ■ ■ ■

Tools

Flash	■ ■ ■ ■ ■
Photoshop	■ ■ ■ ■ ■
Dreamweaver	■ ■ ■ ■ ■
Unity *	■ ■ ■ ■ ■

Languages

Portuguese	■ ■ ■ ■ ■	Native speaker
English	■ ■ ■ ■ ■	Fluent verbal and written skills
Spanish	■ ■ ■ ■ ■	Basic listening skills

More Skills

Software Development, Evolutionary Algorithms, Illustration, Concept Characters, Animation, 3D Modeling, Teaching...

Work Experience

2012 - 2014 2 years	Unyleya Portugal	- Lead Software Developer - AS3, HTML5
2011 - 2012 7 months	Heavy Cat Studios	- Freelance Game Programmer - AS3
2010 - 2011 1 year 6 months	Lusoinfo Multimédia	- Game Developer, Designer and Artist - Flash, Illustrator, AS2, AS3
2009 - 2010 5 months	UTAD	- Teacher - Excel
2008 2 months	Grrr Charge Games	- Freelance Artist - Photoshop
2001 ongoing	Independent Commissions	- Freelance Artist - Photoshop, OpenCanvas, Flash, etc

Education

2012 - 2013 1 year	Android Programming	- MasterD's online course - Eclipse, Java
2011	Videojogos 2011	- Conference and Workshop on Game Design
2009	Carnegie Mellon Portugal Summer Academy	- Workshop on Video Games Development - CryEngine 2
2007	CDVJ'07 Workshop	- on Video Games Development
2006 - 2008 2 years	MSc in Computer Games Development	- LYIT, Ireland (Erasmus) - Extracurricular Class of Interactive Design
2002 - 2009 6 years	MSc in Computer Science	- UTAD, Portugal (pre-Bologna Process)

Other Experience

2014	GDC Europe	- Game Conference
2013	Festival of Games IX	- Game Conference
2013 3 days	"Bingo Patterns"	- AS3 game for Android - Game Developer
2012	Biodroid Zone	- Game Design Contest
2007 - 2009 2 years	"The Changed"	- Textual RPG online game - Game Design, Artist and Community Manager
2005 - 2007 2 years	"Magical Mishaps"	- Textual RPG online game - Game Design, Artist and Community Manager

Love



Animals & Creatures



Puzzle Solving



Learning



Drawing



Food

Hate



Tobacco



Gasified Drinks



Fresh Tomato