

ENGINEER *Marco Soares*

PORTFOLIO

Software Engineer

gamersengeki@gmail.com

+238 9818005

Mindelo, São Vicente



<https://sengeki1.github.io>

PROFESSIONAL SUMMARY

2012 - 2025

EDUCATION

- 12th grade in Electricity and Electrotechnics
- Currently pursuing the 4th year of Computer Engineering and Computational Systems

2023 - 2023

CERTIFICATIONS

- Python 3 Course
- CSS Course
- HTML Course
- JavaScript Course
- Pygame Course

2022 - 2024

PROFESSIONAL EXPERIENCE

Guitar Lessons

- Private and group lessons for children from various areas

Internship at the University of Mindelo

- Installation of various types of equipment, including routers, projectors, computers, network cables, etc.
- Computer maintenance
- Installation of drivers and software

Course Week at the University of Mindelo

- Participated as a speaker at an event where I presented a 2D multiplayer fighting game of my own creation.

COMPUTER GRAPHICS (OPENGL)

- 3D Gravity Simulator
 - Shooter Game (Mobile App)
 - Shadertoy
 - **Image Post-Processing** techniques for visual effects
-

GAME DEVELOPMENT

- Built classic games: **Pong, Breakout, Platformer, Space Invaders, Tetris**
 - Multiplayer Fighting Game (Sockets)
 - Shooter Game (Mobile App)
-

AR & VR DEVELOPMENT

- **Immersive VR Kiosk** for interactive experiences
 - **AR Project** for augmented reality
-

FRONTEND & BACKEND DEVELOPMENT

- Developed **SOAP** and **REST API** applications
- Monitored TP (**Transaction Processing**) for APIs

SKILLS