

VITOR PÊGAS

ABOUT ME

Vitor Manuel Januário Lopes Pêgas

Born in Lisbon, Portugal, 29 November 1995

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WHAT DEFINES ME

I'm always trying to learn new things, with special care for those that will help me complete my task.

WORK EXPERIENCE

- Oryzhon Studios* *2012-present* **Game Developer, ORYZHON STUDIOS**
Developed various games, Programing and Design.
Reference: · [Oryzhon Studios Website](#)
- Lectures* *2015-present* **Workshop Lecturer,**
Lectured several Unity Workshops for diverse audiences.
Reference: · [My Website](#)
- Monitor* *2017* **Programming Practical Classes Lecturer,**
ISCTE-IUL
Lectured OOP (Object Oriented Programming) practical classes for BSc students.
Reference: · [ISCTE - IUL](#)

EDUCATION

- Computer Science* *2016-present* **ISCTE - IUL**
Msc · School of Technology and Architecture
Description: Computer Science Master Degree at ISCTE-IUL, Lisbon, Portugal.
- Computer Science* *2013-2016* **ISCTE - IUL**
Bsc · School of Technology and Architecture
Description: Computer Science Undergraduate Programme at ISCTE-IUL, Lisbon, Portugal.
- High School* *2010-2013* **Escola Secundária Stuart Carvalhais**
Degree Average: 124/200 · *Science and Technology* · School: Escola Secundária Stuart Carvalhais
Description: The Science and Technology field provides knowledge on a wide variety of subjects such as Physics, Chemistry, Biology, Geology, Math and Portuguese Literature.

PORTFOLIO PROJECTS

- Game* *October 2012* **Road to Darkness**
Road to Darkness is a 3D First-Person Horror Game.

[Play Road to Darkness](#)

May 2013 **Global City Defender**

Game Global City Defender is a 3D Tower-Defense Game.
[Play Global City Defender](#)

January 2014 **Project Kunami**

Game Project Kunami is a 3D FPS Survival Game.
[Play Project Kunami](#)

May 2015 **Black Death Survival**

Game Black Death Survival is a Multiplayer Online 3D FPS Survival Game.
[Play Black Death Survival](#)

July 2015 **Euro Escape**

Game Euro Escape is a 2D Casual game based on flappy bird mechanics.
[Play Euro Escape](#)

July 2015 **Planet Miner**

Game Planet Miner is a 2D Casual game based on Motherload mechanics.
[Play Planet Miner](#)

September 2015 **Ball Trouble**

Game Ball Trouble is a 2D Casual game based on Bubble Trouble mechanics.
[Play Bubble Trouble](#)

October 2015 **ISCTE Football League**

Game ISCTE Football League is a 2D Multiplayer Soccer game based on Soccer Head mechanics, created as a College Project.
[Play ISCTE Football League](#)

July 2013 **Online Strong Password Generator**

Website This website generates strong passwords using Javascript.
[Use Password Generator](#)

May 2013 **Encryption / Decryption Application (Windows)**

Open Source Project This application is the previous version of webSAFE, made using VB.NET.
[Get S.A.F.E](#)

July 2014 **Bootstrap Blog**

Open Source Project All the files needed to setup a blog created with Bootstrap and PHP.
[Get Bootstrap Blog](#)

July 2014 **Trading Website**

Open Source Project All the files needed to setup a trading website created with PHP.
[Get Trading Website](#)

July 2015 **Auto Clicker**

Open Source Project This auto clicker will emulate mouse clicks in custom time intervals with custom start/stop hotkeys.
[Get Auto Clicker](#)

September 2015 **Apollo News Portal / TV Guide / Weather**

Open Source Project Apollo Portal is a website that features latest news, tv guide and Weather

information all in one place, using RESTful API's.

[Get Apollo Portal](#)

February
2016 **Online Encryption/Decryption Tool**

Website webSAFE is a Secure and Free Encryption and Decryption online service using Javascript for client-side Encryption/Decryption, using AES-256.
[Use webSAFE](#)

December
2015 **How to Create a FPS from Scratch in Unity**

Tutorials In this video series I teach people how to create a First Person Shooter from scratch in Unity. (Portuguese)
[Videos Playlist](#)

June 2014 **How to Create a Simple Website**

Tutorials In this video series I teach people how to create a simple Website using HTML, CSS and PHP.
[Videos Playlist](#)

November
2015 **3D Studio MAX Workshop**

Workshop Lecturer Lectured a Workshop about 3D Studio MAX at Lisbon Game Conference 2.0.
[Lisbon Game Conference Website](#)

August 2016 **Planet Driller**

Game Created a 3D Game called Planet Driller. Available on Steam.
[Steam Store](#)

October 2016 **Unity Workshop**

Workshop Lecturer Lectured a Workshop about Unity at Lisbon Game Conference.
[Lisbon Game Conference Website](#)

November
2016 **Unity Workshop**

Workshop Lecturer Lectured a Workshop about Unity at Lisboa Games Week 2016.
[Lisboa Game Week Website](#)

December
2016 **Unity Workshop**

Workshop Lecturer Lectured a Workshop about Unity at IEEE's Iscte-IUL Tech Days
[Tech Days Website](#)

December
2016 **AffordaGolf**

Game Created a 3D Online Multiplayer Mini-Golf game.
[Steam Website](#)

February
2017 **Unity Workshop**

Workshop Lecturer Lectured a Workshop about Unity at FISTA 17.
[FISTA Website](#)

February
2017 **Ball Trouble 2.0**

Game Ball Trouble 2.0 is a remake of Ball Trouble, with improved graphics, gameplay mechanics and modes.
[Steam Website](#)

April 2017 **Unity Workshop**

Workshop Lecturer Lectured a Workshop about Unity at Escola Secundria Dt. Filipa Lencastre.

[My Website](#)

May 2017 **Unity Workshop**

Workshop Lecturer

Lectured a Workshop about Unity at Escola Secundria Gago Coutinho

[My Website](#)

June 2017 **Unity Video Tutorials**

Workshop Lecturer

Produced and Created a Video Tutorial Series on How to Create a Multiplayer Online First Person Shooter in Unity 5.

[My Website](#)

COMPUTER SKILLS

Basic

PYTHON, Unreal Engine 4, UML, GIT, SVN, \LaTeX , AngularJS, NodeJS

Intermediate

Microsoft Windows and Office, Foundation, Bootstrap, Skeleton, SASS, Javascript, jQuery, JAVA, C#, VB.NET, C/C++, 3DS Max, SQL, JSP/Servlets

Advanced

HTML5, CSS3, PHP, Unity5

OTHER INFORMATION

Communication Skills

2015 . present · Unity Workshop Lecturer

Languages

PORTUGUESE · Mothertongue

ENGLISH · Advanced (Conversationally fluent)

SPANISH · Basic (Simple words and phrases only)

Interests

Programming · Game Development · Arduino · Hardware ·

June 29, 2017