

Tomás Crespo

JUNIOR GAMEPLAY PROGRAMMER

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🔗 portfolio 🌐 linkedin 🔄 GitHub



👤 PROFILE

Enthusiastic and self-taught junior game programmer with a passion for creating engaging video games.

Proven ability to work effectively in team environments, contributing to collaborative projects with creativity and technical skills.

Committed to continuous learning and development in the gaming industry.

🎓 EDUCATION

Artificial Intelligence , FIAP, São Paulo	2025 – current São Paulo
Portfolio generation , Saxion University of Applied Science - Creative Media and Game Technologies	2023 – 2024 Saxion, Netherlands
Digital Games: Game Design, Development VR/AR- Associates Degree , FIAP, São Paulo	2021 – 2023 São Paulo
High School Diploma , St.Paul's School, São Paulo	2004 – 2020 São Paulo

🧠 SKILLS

Unreal Engine – Amateur	Unity – Proficient
GitHub – Expert	C# – Competent
HTML+CSS+JavaScript – Amateur	Java – Competent
Teamwork – Proficient	Creativity – Expert
C++ – Beginner	Problem-Solving – Expert

🌐 LANGUAGES

• Spanish • English • Portuguese

PROJECTS - GAMES CREATED

Subjet 51

Two weeks project game, where you need to try to escape the room before the doctor tries to make you his test subject, by finding clues (team of 6) (3 artists, 1 designer, 2 programmers)

Salta Montes

Game made in 2 weeks to apply to Breda to code in C++ in visual studio

Patox

Game made for project grade in FIAP, (unity)

Curious Crumbs

A physics puzzle game. Made in GXPEngine (C#) in SAXION 1st year