

TIAGO FÉLIX

Unity Game Developer | Gameplay Systems, AI and Tools

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PROFESSIONAL SUMMARY

Junior Unity Game Developer with experience shipping Windows builds and implementing C# gameplay systems, enemy AI, development tools, persistence, UI and scene flow. Portfolio includes substantial solo projects, team games and published research on adaptive difficulty.

TECHNICAL SKILLS

Game Development: Unity, C#, gameplay systems, combat, AI/navigation, spawning, UI, settings, scene flow, persistence, ScriptableObjects

Tools and Architecture: JSON level pipelines, editor tooling, behaviour trees, state machines, modular architecture, Git/GitHub, debugging, profiling

Additional Programming: C++, Python, Java, SQL, TypeScript, Angular, ASP.NET Core, REST APIs, Entity Framework Core

SELECTED PROJECTS

Dungeon Wipe - Solo Project and Released Windows Build | *Unity | C# | JSON Level Editor | AI Navigation*

- Developed sword, crossbow, and shield combat with warrior, archer, and mage archetypes designed to create different pressure patterns and encourage weapon switching.
- Built a custom JSON level editor and runtime pipeline that lets players create, save, select, and play custom dungeon layouts.
- Implemented enemy navigation, spawning, scoring, collectibles, and the health-responsive potion system used in the published ICEC study.

Exile - Solo Project and Released Windows Build | *Unity | C# | Gameplay Systems | Persistence*

- Built a hybrid game combining timed 3D resource gathering and settlement development with 2D top-down combat.
- Implemented combat, resource nodes, shops, building placement, upgrades, interactables, scene transitions, and persistent player and world state.
- Created reusable systems using interfaces, ScriptableObjects, modular spawning, and GameManager-driven progression.

O2D - Completed Game-Jam Project | *Programmer | Unity 6 | Eight-Person Team | GN! Game Jam #15*

- Contributed as a programmer within an eight-person team and helped deliver the completed playable build under game-jam constraints.

A Conquista - Game-Jam Team Project | *Programmer | Credited as Crafter | EPIC-WE Cultural Game Jam #04*

- Implemented player movement, the dialogue system, map boundaries using box colliders, and the sequencing of dialogue and game events.

Keep The Light On and Click, Call, Chaos | *Team Projects | Sole Programmer*

- Implemented all game code for both projects and integrated assets created by teammates. The script for Click, Call, Chaos was written by another team member.

Prince of Persia (1989) Level Replica - Solo Project | *Unity | C# | 3D Platforming*

- Recreated first-level mechanics in 3D, including movement, gates, buttons, falling floors, enemy attack logic, and pacing.

LusoHealth - Academic Team Project | *.NET 8 | ASP.NET Core | Angular 17 | SQL Server*

- Built agenda, consultation-history, chat, and reports interfaces and contributed appointment and moderation backend functionality in a five-person team.
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PROFESSIONAL EXPERIENCE

ICT Teacher - Agrupamento de Escolas Fernando Namora, Portugal | *Oct 2025-Present*

- Teach programming fundamentals and digital literacy while providing hardware and software troubleshooting and technical support.
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EDUCATION AND PUBLICATION

Master's in Game Design, Universidade Lusófona - Expected 2026

BSc in Computer Science & Engineering, Instituto Politécnico de Setúbal - 2021-2024

Publication: Co-author, "Dungeon Wipe: Exploring Dynamic Difficulty Adjustment with Power-Up Mechanics" - ICEC 2024, Springer LNCS

Languages: Portuguese (Native), English (Fluent), French (Basic)