

TIAGO FÉLIX

Junior Software Engineer | .NET, Angular and Full-Stack Development

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PROFESSIONAL SUMMARY

Junior Software Engineer with a BSc in Computer Science & Engineering and project experience building .NET and Angular applications, REST APIs, SQL-backed systems, automated tests, and shared Git workflows. Additional experience building Unity tools and data-driven runtime systems.

TECHNICAL SKILLS

Languages: C#, TypeScript, Python, Java, SQL, HTML, SCSS

Backend: .NET 8, ASP.NET Core Web API, Entity Framework Core, SQL Server, Identity, JWT, SignalR, Swagger

Frontend: Angular 17, Angular Material, Bootstrap, RxJS, Chart.js, FullCalendar, Google Maps APIs, responsive UI

Testing and Tools: xUnit, Moq, Coverlet, Git, REST APIs, JSON, Visual Studio, VS Code, debugging, technical documentation

SELECTED PROJECTS

LusoHealth - Academic Digital Health Prototype | .NET 8 | ASP.NET Core | Angular 17 | SQL Server | Five-Person Team

- Built Angular interfaces for patient agendas, consultation history, chat and reports, and contributed appointment and moderation backend functionality.
- Worked in a five-person team using ASP.NET Core, Angular, Entity Framework Core, SQL Server, SignalR and a shared Git workflow.

With.in - Earlier Angular Implementation | Angular | TypeScript | SCSS

- Built an earlier implementation of a clinical psychology website with responsive layouts, reusable components, routing, forms, and client-side validation.
- Implemented Angular Reactive Forms, SEO files, and production-build configuration. A later client version was delivered but is no longer publicly hosted.

Dungeon Wipe - Solo Project | Unity | C# | JSON Tools | Runtime Systems

- Built a JSON level editor and runtime pipeline for creating, saving, selecting, and loading playable dungeon layouts.
- Implemented modular combat, scoring, collectibles, menus, settings, enemy navigation, and a health-responsive potion system used in published DDA research.

Exile - Solo Project | Unity | C# | ScriptableObjects | Persistence

- Implemented reusable interfaces, data-driven ScriptableObjects, scene transitions, and persistent player and world state across a hybrid 2D and 3D game loop.

Collaborative Game Projects | Five Published Team Projects | Game Jams | Itch.io

- Programmer on O2D, Programmer and credited Crafter on A Conquista, Narrative Designer on The Choice, and Sole Programmer on Keep The Light On and Click, Call, Chaos.

PROFESSIONAL EXPERIENCE

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

- Teach programming fundamentals and digital literacy to 5th-8th grade students while providing classroom hardware/software troubleshooting and technical support.

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)