

ANA RITA GUIMARÃES

Viana do Castelo, Portugal

Contacts

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 [LinkedIn](#)

 [Portfolio](#)

 [Itch.io](#)

Soft Skills

- Creativity and Innovation
- Team Collaboration
- Attention to Detail
- Problem Solving

Technical Skills

Game Engines

Unity | Unreal Engine

Programming Languages

C# | Javascript | Python

Web

HTML | CSS

Tools & Software

Blender | Git | Figma | Aseprite

Languages

Portuguese	Native
English	Advanced
Spanish	Intermediate

About Me

Game Developer with experience in gameplay programming, narrative design, and environmental storytelling. Currently pursuing a Master's in Digital Games Development. Skilled in Unity and C#, always eager to grow and embrace new challenges.

Education

Master's in Digital Game Development

University of Aveiro, Portugal

2024 - Present

Bachelor's in Computer Engineering

Polytechnic Institute of Viana do Castelo, Portugal

2020 - 2024

Projects

Yuna - Unity (2025)

A stealth-based 3D game where the player must navigate through restricted areas without being seen, using observation and environmental clues to progress.

Roles: programming, game design, narrative design, 3D art.

Volcano Heart - Unity (2025)

A 2D pixel art adventure game set inside a volcanic temple, where the player solves puzzles and uncovers secrets to move forward.

Roles: programming, level design, 2D art.