



# MARCO PINTO

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Software engineer, currently working in game development core functionalities, using mainly C++ and JavaScript.

## EXPERIENCE

**NOV 2019 – PRESENT**

**GAME CORE DEVELOPER, FABAMAQ**

C++ and JavaScript. OOP, generic programming, code generation, dynamic-static languages bindings, scripting in Bash and Python. Creator of the JavaScript testing framework, based in popular syntaxes, to enable the possibility of unit and functional/integration tests in the company's own Spidermonkey engine scripting environment. CI maintainer.

**JAN 2019 – NOV 2019**

**SOFTWARE ENGINEER, BEANSTALK**

Development of multiple applications, cross-platform, using technologies such as Angular, IONIC, Flutter, .NET and Electron, focused on web and mobile development. Typescript, HTML5, SCSS, Dart, SQL and C#.

**SEP 2018 – JAN 2019**

**COMMERCIAL MANAGER, PDT – VISABEIRA GLOBAL**

Raising and managing clients for the telecommunications company NOS.

**2011 – PRESENT**

**MUSICIAN**

Several musical projects where I participate as guitarist and/or singer

## EDUCATION

**2015**

**BACHELOR OF SCIENCE IN ENGINEERING - PROFILE OF ENGINEERING INFORMATICS AND COMPUTING, FACULDADE DE ENGENHARIA DA UNIVERSIDADE DO PORTO**

**2011**

**SCIENTIFIC-HUMANISTIC COURSE OF SCIENCES AND TECHNOLOGIES, EXTERNATO D. AFONSO HENRIQUES, RESENDE**

## SKILLS

- Exceptional communication and networking skills
- Successful working in a team environment
- Quick adaptation to new challenges
- Great problem solver
- Ease of arguing and exposing formed opinions
- Consistently seeking and learning new technology
- Experience in sales and customer interaction
- Music teacher, at some point
- C++, JavaScript, TypeScript, Dart, Lua
- Bash/Powershell/Python scripting
- Agile methodologies
- GNU/Linux; Windows
- Fullstack development
- Git; CMake; GDB; SSH

## ACTIVITIES

Donut's lover, photography enthusiast, surf newbie and self-taught musician. Always in a good mood. Also working in some personal projects in my spare time: game engine, Lua bind library... My GitHub: [github.com/mrcoalp](https://github.com/mrcoalp)