Simão Amaral

Porto, Portugal

✉ simao.jobs@pm.me
in linkedin.com/in/amaralsr
📞 (+351) 914 935 498
👤 https://samaral.dev/

Work

Junior Frontend Developer
Immera

June 2024 – Present

- Develop and improve core modules for the **Immera** platform, including ticketing, task management, and real-time chat features.
- Rebuild UI components without design specs.
- Delivered four interactive React kiosks for **FPF**, connected to internal systems to trigger real-world effects (e.g., lighting up a selected model) and featuring a custom 3D model viewer displaying the official Portugal t-shirts associated with specific competitions.
- Contributed to several smaller React-based client projects under tight deadlines.

Nuxt   Vue   React   Typescript

Software Developer
Imaginary Cloud

September 2023 – March 2024

- Contributed to frontend development for both internal and a client platform called Game Achievements.
- Aligned a client's forum design with their website's style using Bootstrap.

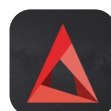Next   Bootstrap

Additional Experience

UX/UI Designer *Internship*
EDP

March 2023 – July 2023

Figma

Backend Developer *Internship*
Xplora

July 2022 – September 2022

Laravel

Education

Master's degree in Informatics Engineering   *2024 – Present*

Instituto Superior de Engenharia do Porto

Unity   Blender

Degree in Communication & Multimedia   *October 2020 – June 2023*

Universidade de Trás-os-Montes e Alto Douro

Hobbies & Interests

Godot   Unity   Blender   YouTube

- I enjoy scripting using GDScript and I've used C# in Unity.
- Developed several unreleased game prototypes in Godot and Unity.
- 3D modeling, retopology, animation, and character rigging.
- Created video content including Blender tutorials and promotional material for self-authored game mods — amassing **200k+ views.**