Alexandre Pais

Software Engineer · Game Developer · AR/VR Developer

Lisbon, Portugal · alexpaisdev@gmail.com · +351910863020 · https://www.linkedin.com/in/alexandre-pais-6740a91b2/

Open to remote or hybrid roles in Asia with possibility of relocation

Professional Summary

Software engineer with experience across game development, AR/VR, the web and data. I built Unity applications for PC and iOS, including a navigation simulation integrated with Node-RED and an AR app for naval assets, and led live demos for the Portuguese Navy, Vodafone and Oracle. At Overflow Interactive I engineered a modular magic and loot system in C#, and I currently build Python automation as a Data & AI consultant at Noesis. BSc in Computer Science & Engineering (2026), one semester at Macao Polytechnic Institute, fluent in English.

Professional Experience

Data Analytics & AI Consultant · Noesis

Jul 2026 – Present

- Deliver reporting, analytics and automation solutions on client projects, currently embedded with a client team and working alongside a Senior Consultant.
- Built a Python web scraper that collects every medicine code and its run-out date from the Infarmed website and loads the results automatically into a database.
- Optimized the scraper with parallel workers plus fallback and retry logic, cutting the full run from 20 minutes to 2 minutes (90% faster).
- Migrated a client's Power BI dashboards from a local file-based setup to SharePoint, so reports and source files now live online in one central place.

Technologies: Python, Microsoft Azure, Power BI, Microsoft Fabric, SharePoint

Game Developer · Overflow Interactive

Oct 2025 – Feb 2026

- Engineered a modular magic and loot system in C# with a decoupled architecture, so reward logic scales and is easy to customize.
- Developed combat systems and animation state machines in Unity, focusing on fluid player feedback and state-driven logic.
- Designed and implemented responsive user interfaces and integrated spatial audio to enhance environmental immersion.
- Built immersive 3D environments from provided assets, balancing visual appeal with functional gameplay flow.

Technologies: Unity, C#, GitHub, Confluence

AR/VR Developer · Arsenal do Alfeite S.A.

Mar 2023 – Aug 2023

- Engineered and maintained high-fidelity 3D applications for PC and iOS in Unity, optimizing performance for mobile hardware.
- Developed a navigation simulation integrated with Node-RED to validate real-time data communication and message brokering between simulated environments and external controllers.
- Designed and deployed an iOS augmented reality app for interactive 3D visualization of naval assets.
- Served as technical lead for live demos to key partners and clients, including the Portuguese Navy, Vodafone and Oracle.

Technologies: Unity, C#, Node-RED, GitHub, Xcode

Data Engineer · Fraudio B.V.

Sep 2020 – Apr 2022

- Built and managed large-scale analytics dashboards on Databricks using Scala, for real-time visualization and fraud pattern analysis.
- Benchmarked data storage technologies (MongoDB, Redis and others) to improve query latency and scalability.
- Automated reporting pipelines by integrating Databricks with the Slack API, speeding up incident response and team communication.
- Worked in an agile DevOps environment, supporting the reliability of distributed data processing.

Technologies: Databricks, Scala, Python (Pandas), SQL, MongoDB, Redis, YCSB

Web Developer

Mar 2020 – Jun 2020

- Developed and maintained administrative web portals and landing pages for a portfolio of corporate clients.
- Designed relational schemas in MySQL, keeping data consistent and queries fast.
- Turned business requirements into working web features, with attention to user experience and cross-browser compatibility.

Technologies: HTML, CSS, JavaScript, PHP, MySQL

Projects & Awards

- **Home Server Infrastructure (2026 – present):** Ubuntu Server administered over SSH; containerizing personal projects and services with Docker and Docker Compose.

- **2nd Place, Games For Good GameJam (IADE, 2022):** “Little Help”, an arcade game about the challenges of homelessness, built in 72 hours; I engineered its resource and time management system and reward loop.
- **42 Piscine, C Programming (42 Lisboa, 2023):** 26-day immersion reimplementing standard C library functions from scratch, with manual memory management and leak-free code.
- **Lisbon Games Week (2022):** official IPS representative; live playtesting of original projects and a production workshop led by Kwalee’s CTO.

Core Skills

- **Programming Languages:** C#, C, Java, Python, SQL, PHP, JavaScript
- **Game Development & XR:** Unity, animation state machines, combat systems, UI, spatial audio, AR for iOS, level design
- **Systems & Infrastructure:** Linux (Ubuntu Server), SSH, Docker, Docker Compose, Node-RED
- **Data & Cloud:** Databricks, Microsoft Azure, Power BI, MySQL, MongoDB, Redis
- **Tools & Practices:** Git, GitHub, Visual Studio Code, Xcode, Confluence, agile and DevOps workflows

Education

BSc in Computer Science & Engineering · Polytechnic Institute of Setúbal (IPS) · 2023 – 2026

Academic Mobility Program · Macao Polytechnic Institute · 2025

One-semester exchange in Macao to complete remaining courses.

Higher Professional Technical Course (CTeSP), Game Development & Multimedia · Polytechnic Institute of Setúbal (IPS) · 2021 – 2023

Vocational Technical Course, IT Systems Management & Programming · Escola Secundária de Cacilhas-Tejo · 2017 – 2020

Languages

Language	Level	Understanding	Speaking	Writing
Portuguese	Native	C2	C2	C2
English	Fluent	C2	C1	C1
Spanish	Basic	A2	A2	A2