



Tomaz Saraiva

Software Developer

Contacts

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Social



About Me

I created my first virtual environment to assist individuals with PTSD, which ignited my passion for merging psychology and technology.

With over a decade of experience in software development—primarily in XR, video games, and mobile apps—I have delivered numerous client projects and developed multiple solutions for mental health research. Additionally, I have taught university-level courses for over ten years.

My goal is to create impactful products while sharing my expertise to help others do the same.

Expertise

- XR Development
- Video Games Development
- Mobile Development

Education

Video Games Development

Restart
2011-2012

MSc in Creative Games

The University of Salford
2007 - 2010

Developer Experience

Lead Developer 2024 - Current

Immersive Lives | Lisbon, Portugal

- Developed XR projects using Unity, focusing on VR/AR integration;
- Led development efforts and participated in meetings with project partners;
- Designed solutions for real use cases of XR technologies in industrial contexts.

Software Developer 2015 - Current

Freelancer

- Developed 5+ mobile applications for diverse clients;
- Contributed to the development of at least two published games;
- Implemented multiple prototypes for mobile, web and VR/AR platforms.

Lead Developer 2016 - 2021

Media Invest Group | Lisbon, Portugal

- Defined and developed the base architecture of the World Virtual Fair application;
- Implemented a dynamic system to allow total remote configuration of multiple fairs;
- Optimized the application to run smoothly on WebGL.

Lead Developer 2019 - 2020

Virtuleap | Lisbon, Portugal

- Developed several Virtual Reality games from early conceptualization to release;
- Defined the base architecture and integration systems to support multiple games;
- Bridged the communication between management and the development team.

Teaching Experience

Assistant Professor 2008- Current

Universidade Lusófona | Lisbon, Portugal

Behavioral Competences

2023- Current

- Lectured Behavioral Competences in Computer Engineering BSc;
- Integrated psychological principles to improve students' soft skills.

Video Games Development

2014 - 2016

- Lectured C# and Unity Development for Multimedia Applications and Video Games BSc;
- Taught Virtual Environments in Cinema, Video, and Multimedia Communication BSc.

Psychology

2008- 2014

- Lectured Statistics and Cyberpsychology in Psychology BSc;
- Lectured Virtual Reality and Cybertherapy in Cybertherapy MSc.

Teacher

2014 - 2015

Restart | Lisbon, Portugal

- Managed Programming Modules in Video Game Production and Digital Creation courses;
- Developed and delivered curriculum for programming in digital media.

Side Projects

Unity Gaze Interaction System

[GitHub](#) | [Unity Asset Store](#)

A lightweight plugin that enables gaze interaction in Unity projects, working for both VR and non-VR projects without requiring additional packages

Unity Page Slider

[GitHub](#) | [Unity Asset Store](#)

A Canvas Component that lets you easily create scrollable interfaces with a fixed number of pages. It's perfect for image galleries, menus, level selection, tutorials, and more.

Unity Localization System

[GitHub](#)

The Unity Localization System plugin offers a simple solution for managing multilingual support in Unity projects.

YouTube Channel

[YouTube](#)

My YouTube channel documents my journey as a software developer, sharing tutorials and projects along the way.