

Name: João Pedro Pamplona Soeiro Vieira

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Birthday: 06/02/1999 (26 years of age) **Nationality:** Portuguese

I'm a game developer, designer, and producer with 6+ years of experience crafting engaging player experiences and bringing interactive worlds to life. And I also hold a Master's in Computer Science and Engineering from Instituto Superior Técnico (<https://tecnico.ulisboa.pt/pt/>), where I explored game design and player psychology in my thesis on digital biomarker-based games for children.

I'm the co-founder of Barking Beagle Studios (<https://barkingbeaglestudios.com>), and I've shipped commercial titles from concept to release, including the award-winning P.I.G.E.O.N. (1st place, NTF 25 (<https://www.fnac.pt/novostalentos>) Games Category). I've also led educational game development with **HPV: Combate Viral** in partnership with GameDev Técnico (<https://gamedev.tecnico.ulisboa.pt/>) and the Portuguese League on the Fight Against Cancer (<https://www.ligacontracancro.pt/>).

My favorite video games are story-driven, single-player RPGs and my favorite video game ever is "The Witcher 3: Wild Hunt. I love TTRPGs a lot, and I've been designing homebrew content and running campaigns for over 3 years.

I'm always eager to tackle new creative challenges and build games that educate, entertain, and inspire.

Portfolio of Video Games: <https://beastiebaiter.github.io/MyPortfolio/index.html>

LinkedIn: <https://www.linkedin.com/in/jo%C3%A3o-pedro-pamplona-4a025a253/>

Education

09/2023 – 10/2025	Master's in Computer Science Engineering with an Expertise in Videogames in Instituto Superior Técnico Universidade de Lisboa Av. Rovisco Pais 1, 1049-001 Lisboa (Portugal) https://www.fct.unl.pt/pt-pt
09/2019 – 06/2023	Bachelor's in Computer Science Engineering in NOVA School of Science and Technology FCT NOVA Universidade Nova de Lisboa, Campus de Caparica, 2829-516 Caparica (Portugal) https://tecnico.ulisboa.pt/pt/

Work Experience

07/2023 – Present	(Part-time, Hybrid) Co-Founder, COO, CFO, Producer, Game Designer and Developer at Barking Beagle Studios https://barkingbeaglestudios.com/ -Production and Project Management -Game Design -Game Development -New Business Development -Leadership -Games: The Wizards Apprentice (Shelfed), Buried Within Clay (In-development), P.I.G.E.O.N. (https://barking-beagle-studios.itch.io/pigeon) and Foam Sweet Foam (https://barking-beagle-studios.itch.io/foam-sweet-foam).
07/2022 – 07/2025	(Part-time, Hybrid, Volunteer) Executive Producer and Head of Executive Production at GameDev Técnico. Av. Prof. Dr. Cavaco Silva, 2744-016 Porto Salvo (Portugal) https://gamedev.tecnico.ulisboa.pt/ -Production and Project Management

-Team Leading Skills

06/2023 – 10/2024

(Part-time, Hybrid) Team Leader, Producer, Project Manager, Lead Game Designer and Lead Programmer in a team of 4 other members. Developing an educational game about the HPV Virus for LPCC (<https://www.ligacontracancro.pt/>) at GameDev Técnico. Av. Prof. Dr. Cavaco Silva, 2744-016 Porto Salvo (Portugal)

<https://gamedev.tecnico.ulisboa.pt/>

-Game Design

-Production and Project Management

-Team Leading Skills

-Game Development Cycle

Personal Skills

Mother Tongue Portuguese

Foreign Language English

Understanding		Speaking		Writing
Listening	Reading	Spoken Interaction	Spoken Production	
C1	C1	C1	C1	C1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Skills

Technical Skills:

- Game Engines: 6 years of experience in Unity (2D, 3D, UI, Gameplay);
- Programming Languages: 6 years of experience in C#. 4 years of experience in Java, HTML, CSS, JavaScript, Ocaml and Python;
- Game Development (Game Design, Programming, Full-development Cycle, Project Management and Production): 6 years of experience;
- Production, Project Management and Design Tools: 6 years of experience with Google Workspace Apps (Docs, Sheets, Slides) and Notion; 2 years of experience with Click Up and Figma; 1 year of experience with Obsidian.

Soft Skills:

- Team Leadership
- Project Management
- Adaptability
- Creativity and Problem-Solving

Extracurricular Activities

2022 – 2025

Member of “GameDev Técnico” (GDT). It's a youth association with the goal of creating an environment that enables non-professional game developers to improve their skills in game development, accelerate their ideas with other enthusiasts, and to participate in projects with established institutions and companies to improve their portfolio. (<https://gamedev.tecnico.ulisboa.pt/>). GDT helps me improve my creativity, work with tight and short deadlines and work with different teams with new and different dynamics. With them, I participated in 3 long terms projects and a 12 game jams.

2023 – Present

I've been running a TTRPG campaigns and one-shots for over 3 years. I have crafted narrative, quests, magic items, homebrew rules, villains and much more.