# Joao Ricardo Llanque

Student

Creative, Perfeccionist, Level Designer, Game Developer, Programmer

jricardollanque@gmail.com

+351 911 865 780

Vila Nova de Gaia, Portugal

reddearc.itch.io/

linkedin.com/in/joao-ricardo-llanque-b3b693256

github.com/DeArc264?tab=repositories

## EDUCATION

### Videojogos e Aplicações Multimédia
Universidade Lusófona do Porto

*10/2022 - Present*

### Game Development
FUMEC - Fundação Mineira de Educação e Cultura

*02/2020 - 09/2022*                    *Belo Horizonte, Brasil*

## WORK EXPERIENCE

### Extra-Curricular Internship
FABAMAQ

*08/2024 - 08/2024*                    *Porto, Portugal*
*Project used exclusively Godot 3 with C# base*
*Achievements/Tasks*

- Tool development
- Game mode development

### Internship
Mindera Gaming

*02/2025 - 07/2025*                    *Porto, Portugal*
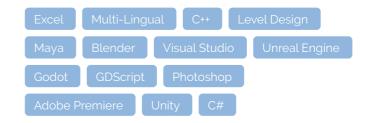*Project used exclusively Unreal 5.3 with C++ base*
*Achievements/Tasks*

- Enemy development
- Enemy AI programming
- Subsystem development
- UI programming
- Sound programming

## SKILLS

Excel   Multi-Lingual   C++   Level Design

Maya   Blender   Visual Studio   Unreal Engine

Godot   GDScript   Photoshop

Adobe Premiere   Unity   C#

## PERSONAL PROJECTS

**Brewing Trouble (10/2024 - Present)**
- Programmer
- Game designer

**Yokai Mansion (Unreal) (02/2021 - 05/2022)**
- Assets and props

**The Plague Jester (Unity) (01/2024 - 01/2024)**
- Programmer

**The Loop (Unity) (02/2024 - 02/2024)**
- Programmer

**Plate Defender (Godot) (04/2024 - 04/2024)**
- Programmer
- Game designer
- Artist

## ORGANIZATIONS

FUMEC University (02/2020 - Present)
*Student*

Lusófona University (10/2022 - Present)
*Student*

## LANGUAGES

English
*Professional Working Proficiency*

Português
*Full Professional Proficiency*

## INTERESTS

Game Design   Video Games   Level Design

Programming   Writing