



# João Ribeiro

📍 Lousada, Porto, Portugal  
☎ +351910705697  
✉ [joaopcribeiro.99@gmail.com](mailto:joaopcribeiro.99@gmail.com)  
🌐 [github.com/Fujicss0](https://github.com/Fujicss0)  
🌐 [www.linkedin.com/in/joãocostaribeiro](https://www.linkedin.com/in/joãocostaribeiro)

## Education

### Integrated Master in Informatics and Computing Engineering

2017 - 2022

University of Porto - Faculty of Engineering

- Cumulative GPA:12/20
- Relevant coursework: Graphical Computation, Algorithms and Data Structures, Programming, Data Bases, Web Development
- Attended several workshops regarding coding languages and interesting technologies

## Selected projects

### Built a 3D Printer from scratch [Arduino, Blender, Cura, Autodesk]

Fev 2019 - April 2019

- Achieved a large volume 3D printer at half of the commercial value of a small printer, by assembling an Arduino and its respective hardware extensions
- Adapted and implemented the Marlin 3D printer software to be compatible with my setup and designed several 3D models using Blender/ Autodesk Maya

### Low-level roguelite room-based top-down shooter game (in a team of 2) [C]

Set 2018 - Jan 2019

- Programmed several base peripheral devices such as the mouse, keyboard, GPU, CPU clock and serial port
- Programmed the game logic and designed all the game sprites/UI/animations

### Personal Space Invader Game [GDScript]

Nov 2019

Retro Game Jam

- Coordinated and led a team of 5 members (programmers, musicians and artists)
- Designed the game logic/sprites/UI/animations

## Skills

- **Programming Languages:** C/C++ (2 years), Java (6 months), Java Script (6 months), WebGL (6 months), Lua/Scheme (5 months), Prolog (3 months), HTML/CSS/PHP (3 months), GDScript (1 month)
- **Technologies:** Git, GitHub, SQLite, Godot, Blender, Autodesk Maya, Photoshop/ Adobe Illustrator, Microsoft Office, Linux, VisualStudio, CLion / IntelliJ IDEA, Unity, Unreal Engine
- **Languages:** Portuguese (native), English (fluent), Spanish (can fully understand), French (basic)
- **Drivers Licence** (B,B1)

## Awards

- Open Source Siemens/Web Summit Competition - 2018 and 2019
- Honorable Mention Global Game Jam - 2018
- Finished high school with a GPA of 19/20 - 2017
- 1st place ChemRUs [National] - 2017
- 1st place Chemistry Rediscovered – Playing with chemical reactions [International] - 2017
- 3rd place “CienTistas e ArTistas II” Texas Instruments [National] – 2016
- Gold (2012) and Bronze (2014) at the International Mathematical Olympiad - Olimpíadas Paulistas
- Portuguese Mathematical Olympiad (Finals) [National] – 2012
- PMAT Top20 [National] – 2012, 2013, 2014

## Extracurricular activities

- 3D modeling and printing commissions, such as deck boxes and statues
- Three Game Jams (Global Game Jam 2018 and Retro Game Jam 2017/2019)
- Several game inspired cosplays (Big Daddy from Bioshock, Fl4k from Borderlands, etc) and built an Aluminum/Iron forge from scratch
- Was contracted to design a monogram for a wedding (and I have past visual design experience)