João Cavacos
Game Programmer

Hey there! I'm **João Cavacos** and I'm from Portugal. With 2+ years of professional experience in game dev, my journey began in high school when I first delved into the fascinating world of coding. Since then, I've started a journey of creating games. I've completed my bachelor's degree studying Game Development at IPMAIA and I'm currently looking for work!

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WORK EXPERIENCE

Unity Programmer
Blue Gravity Studios
04/2024 - Present   *United Kingdom, Remote*
Technologies: Unity and C#

Achievements/Tasks
- Reviewed candidates (Junior/Mid level) for programming roles, contributing to the company's hiring process.
- **Albert's Ark Idle (Oct 2024 - Present):**
- Rebalanced gameplay mechanics, ensuring progression and depth;
- Designed and implemented new minigames, restructured existing systems, and resolved numerous bugs; enhanced UI/UX elements, integrated Steam features (achievements), and improved visual and audio components.
- **Social Game (Sep 2024 - Oct 2024):**
- Contributed to a WebGL 3D multiplayer game with an isometric cartoon style, focused on social interactions and in-game trading of blockchain-based assets.
- **Sett AI (April 2024 - September 2024):**
- Developed playable ads for popular mobile games like Match3, 8BallPool, Mob Control, Black Hole, Family Life, and Tall Man Run;
- Built automated systems to streamline the creation of ads by artists, improving efficiency; collaborated with small teams on tight 2-week schedules for each ad, ensuring high-quality delivery;

Gameplay Programmer
AstralShift
05/2023 - 10/2023   *Portugal, Remote*
Technologies: Unity and C#

Achievements/Tasks
- Worked on **Little Goody Two Shoes** (PC, PS5, XBOX, Switch): Developed and enhanced game functionalities, such as implementing and innovating new mechanics, assisting in designing the game flow, and fine-tuning existing mechanics;
- Collaborated with the team to modify and adjust animation events in both cutscenes and maps, enhancing the visual storytelling of the game using the Unity Timeline.

Godot Software Engineer (Internship)
Fabamaq, Sistemas Informáticos S.A.
01/2022 - 06/2022   *Porto, Portugal*
Technologies: Godot Engine, GDScript and C++

Unity Programmer
Modal Interactive - Freelance
10/2020 - 06/2021   *Porto, Portugal*
Technologies: Unity and C#

EDUCATION

Game Development
Instituto Politécnico da Maia, IPMAIA (Bachelor)
09/2019 - 07/2023   *Porto, Portugal*

SKILLS

`C#` `C++` `FMOD` `JSON` `OOP and Game Patterns` `Unity Engine` `Godot Engine & GDScript` `GitHub` `Trello/Jira` `Autonomous` `Problem solving` `Great communication skills` `Detail-oriented`

BEST PERSONAL PROJECTS

The Loop (3D Psychological Horror) (02/2024 - 02/2024)
- Worked with a group of 4 for the MAD Game Jam 2024 (48h) where we won the best visual prize! Programmed the loop states, collectable system and UI, using C# and Unity.

Don't D13 (3D 1v1 Party Game) (11/2023 - 11/2023)
- Worked with a group of 5 for the Invictvs Game Jam 2023 (48h)! Programmed 3 minigames, game states and implemented SFX/Music, using C# and Unity.

PrayBack (2D Topdown Beat-em-up) (10/2021 - 10/2021)
- Worked with a group of 5 for the Invictvs Game Jam 2021 (48h) using agile methodologies, crowning us 2nd place! Programmed the Enemy AI, and the game UI using C# and Unity

CERTIFICATES

Unreal Engine 5 C++ Development (04/2023 - 05/2023)
Understanding of the C++ programming language and its implementation within Unreal Engine 5, which enabled me to build highly optimized game systems and features

Unity Junior Programmer (04/2022 - 06/2022)
The Unity Junior Programmer Pathway validates skills and competencies to be a proficient junior programmer writing scripts in C#

LANGUAGES

Portuguese
Native or Bilingual Proficiency

English
Full Professional Proficiency