

Pedro Ferreira

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TECHNICAL SKILLS

Languages: C++, C#, Dart, GLSL | **Engines:** Unity, Unreal Engine, Flame, Proprietary Engines
Graphics: OpenGL, Shader Programming, Real-time Rendering | **Tools:** Git, Visual Studio, Performance Profiling

EDUCATION

Bachelor's degree in Games and Multimedia | Polytechnic of Leiria | 2021–2025

PROJECTS

Custom 2D Game Engine | C++, OpenGL, GLSL | 09/2024–02/2025

Built game engine from scratch achieving 60 FPS at 1080p. Implemented ECS architecture, batch rendering, reducing draw calls by 80%.

Xenon Clone – Arcade Shooter | C++, OpenGL, Custom Engine | 09/2024–02/2025

Developed complete shooter with 3 enemy AI types and 4 weapon variants. Implemented object pooling reducing memory allocations by 90% and hierarchical state machines.

Mobile 2D Shooter | Dart, Flame Engine | 01/2025–02/2025

Created wave-based mobile shooter with 20-wave progression system and 5 power-up types. Optimized for 60 FPS on mid-range Android using object pooling for 500+ concurrent entities.

Freedom's Path – Stealth Game | Unity, C# | 02/2023–09/2023

Developed stealth game released on itch.io with 500+ downloads. Implemented vision cone detection with raycasting, dynamic audio propagation, state-based AI behaviors, and collectible system with 4 different endings related with collectibles.

WORK EXPERIENCE

Game Programmer | Fujitsu | 02/2025–07/2025

Developed Unity-based 3D gamification tools for employee training. Implemented interactive tutorials, progress tracking, and WebGL optimization, achieving 30 FPS browser performance.

Cashier | Continente (MC) | 09/2023–04/2025

Part-time retail position during studies.