Pedro Lopes Neves

Game Developer & 3D/Technical Artist

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📞 +351 939 012 675

📍 Póvoa de Varzim, Porto

🔗 Portfolio

🎮 Trash Pandas Studios

in LinkedIn Profile

👤 PROFILE

Game Developer & 3D/Technical Artist experienced in programming, VR/AR, and interactive systems. Curious, fast learner, and problem solver.

🌐 LANGUAGES

Portuguese — Native/Bilingual

French — Native/Bilingual

English — Fluent

🔧 TOOLS

Unity Engine • C# • GitHub •
OpenXR (VR) • Vuforia (AR) •
Autodesk Maya • Blender •
ZBrush • Photoshop •
After Effects • Premiere Pro

🔧 SKILLS

Gameplay • Optimization •
Rigging • Animation •
Shader Graph • Modelling •
Problem-solving • Teamwork

🏅 CERTIFICATES

- 1st Place - MAD GameJam 2025
- 2nd Place - KendirJam 2024
- 3rd Place - MAD GameJam 2024
- Best Student – ESMAD (Game Design & Digital Animation), 2022

💼 EXPERIENCE

Internship - Kendir Studios 🔗
Development of Educational Video Games (C#)
March 2025 – June 2025

- Built **20+ activities** (2D & 3D) for educational games.
- Developed a **modular NPC prefab** with customizable AI and adaptive animations, streamlining production.
- Implemented **in-game cutscenes** with **Cinemachine** and **Timeline** for camera logic, animation, and event sequencing.
- Developed a **data-driven music system** to render sheet music and synthesize sound in real time, enabling live editing and rhythm-based gameplay.
- Tested, reported, and fixed bugs across multiple projects.
- Collaborated with designers/educators to align gameplay with learning and accessibility goals.
- Used Github for **version control** in team workflow.

Internship - FEUP 🔗
"Dante's Descent", Art Director & General Artist
April 2022 – July 2022

- Led artistic vision and pitched concepts to the team.
- Collaborated with developers to align visuals with gameplay.
- Managed **visual pipeline**: concept art, 3D modeling, rigging, animation, shaders, VFX, and graphic design.

🧩 HIGHLIGHTED PROJECTS

Sweet Stakes (Brackeys Jam 2025) - 3D Roguelite 🔗
Developer/Programmer

- Programmed and Implemented scalable weapon systems, upgrades, and random events.
- Implemented cached random character generation.
- Optimized for WebGL browser play.

The Night Shift (MAD Game Jam 2025) - 3D Local Co-Op 🔗
Team Lead, Developer & Technical Artist

- Engineered **split-screen local co-op** and spatial sound.
- Developed enemy AI with distinct behaviors.
- Created and implemented custom shaders, particle systems, and post-processing.
- Optimized WebGL deployment and refined visuals post-jam.

Crushed Dreams (2024) - VR Experience 🔗
Director, Developer & Technical Artist

- Built immersive narrative, core mechanics, interfaces, and OpenXR VR implementation.
- Built **real-time VR painting system** with evaluation algorithm.
- Designed visuals: shaders, particles, post-processing, lighting.

🎓 EDUCATION

Bachelor's Degree in Multimedia
ESMAD, Polytechnic Institute of Porto 🔗
2022 – 2025

Higher Technical Professional Course, Game Design & Digital Animation
ESMAD, Polytechnic Institute of Porto 🔗
2020 – 2022