Pedro Lopes Neves

Game Developer & 3D/Technical Artist

- ≥ 320lopesneves.pedro@gmail.com
- +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 Al 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 $\,\mathscr{D}\,$

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