Pedro Lopes Neves

Developer and 3D Artist

- 320lopesneves.pedro@gmail.com
- +351 939 012 675
- Póvoa de Varzim, Porto
- Portfolio
- Trash Pandas Studios

PROFILE

Versatile 3D Artist and Developer with experience in programming, animation, VR, and other interactive systems. Fast learner, curious, and eager to tackle diverse challenges.

LANGUAGES

Language	Level
Portuguese	● ● ● ● ●
French (Native)	● ● ● ● ●
English	● ● ● ● ●

SOFTWARE

- UnityEngine
- C#
- Adobe Photoshop
- Adobe Premiere
- Autodesk Maya
- Blender
- ZBrush

CERTIFICATES

- 1st Place - MAD GameJam 2025
- 2nd Place - KendirJam 2024
- 3rd - MAD GameJam 2024
- Best Student Certificate - ESMAD, CTeSP of Game Design and Digital Animation, 2022

EDUCATION

Bachelor's Degree in Multimedia
ESMAD, Polytechnic Institute of Porto ⧉
2022 – 2025
Final Grade: 17

Professional Technical Diploma, Game Design and Digital Animation
ESMAD, Polytechnic Institute of Porto ⧉
2020 – 2022
Final Grade: 17

EXPERIENCE

Internship - Kendir Studios ⧉
Development of Educational Video Games (C#)
March 2025 – June 2025
- Built 20+ interactive activities with varied mechanics across 3 distinct projects (2D and 3D).
- Worked within complex architecture of the projects, following directives of good practice and protocols of the studio.
- Tested, reported, and fixed bugs across projects.
- Collaborated with developers, designers, and educators.
- Used Git for version control in a collaborative workflow.

Internship - FEUP ⧉
"Dante's Descent", Art Director & General Artist
April 2022 – July 2022
- Led the artistic vision and pitched concepts to the team.
- Collaborated with developers to ensure visuals supported gameplay mechanics.
- Owned the entire visual pipeline: concept art, 3D modeling, rigging, animation, shaders, VFX, and graphic design.

HIGHLIGHTED PROJECTS

Sweet Stakes (Brackeys Jam 2025) - 3D Roguelite ⧉
Developer/Programmer
- Developed a complete game in just one week.
- Implemented flexible and scalable weapon systems, upgrades, and random events (roulette, card selection).
- Optimized the game for browser execution via WebGL.

Crushed Dreams (2024) - VR Experience ⧉
Director, Developer & Technical Artist
- Built a real-time VR painting system, including reference-image comparison for automated evaluation.
- Designed immersive gameplay around creative pressure and automation themes.

Strayed In Space VR, A Way Out (2023) - VR Escape Room ⧉
Director, Developer & Technical Artist
- Designed and implemented VR interaction systems with OpenXR (grabbing objects, doors, buttons, breakable glass, etc.).
- Developed puzzles and mechanics balancing exploration, resource management, and tension.