



## CONTACT



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Travessa das Manteigadas  
n3



ricardo-cacheira.github.io

## SKILLS

C#

JavaScript

SQL

Git

Perforce

## SOFTWARE

Unity Engine

Unreal Engine

Photoshop

## INTERESTS

Games

Technology

Music

Travelling

# Ricardo Ferreira Cacheira

## Gameplay/UI Programmer

Highly passionate Gameplay and UI Programmer with good communication skills and a love for game design

## PERSONAL INFORMATION

Game developer with professional experience using Unity Engine and C# as well as Node.js for backend functionality.

Always looking to learn and improve, my goal is to craft experiences with the same passion and quality as those that have shaped me.

## WORK EXPERIENCE

- |           |   |
|-----------|---|
| 2021-2022 | ONTOP Studios<br>Game programmer<br>UI implementation, game mechanics and backend communication on multiple AR projects: <ul style="list-style-type: none"><li>•Ghostbusters Afterlife: scARe</li><li>•ARcade Sports</li><li>•Heróis da Fruta</li></ul> |
| 2020-2020 | ULHT / HEI-LAB<br>Game designer / programmer<br>VR game for motor and cognitive rehabilitation with adaptative difficulty managed by bio-feedback.  |
| 2017-2017 | AF Informática<br>Web Developer Intern  |

## EDUCATION

- |           |   |
|-----------|---|
| 2020-2020 | Exchange Semester - IGAD<br>BUas - Breda University of Applied Sciences   |
| 2017-2020 | Games and Apps Development Bachelor<br>IADE - Faculdade de Design Tecnologia e Comunicação da Universidade Europeia |