Ricardo Cacheira

Game Developer

Contact

- +351 929 066 666
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- Portugal

Skills

- C#
- Game Design
- Git
- Javascript

Software

- Unity Engine
- Construct 3
- Unreal Engine
- Photoshop

About Me

I'm a creative and passionate Scripter and Game Designer from Portugal, who excels at bridging design with technical execution. I've got hands-on experience in prototyping, developing tools, and streamlining workflows. I really enjoy collaborating with different teams to keep our vision on track and provide our players with the best experience.

Education

Bachelor of Games and Apps Development
IADE / Universidade Europeia　　　　2017 - 2020
A generalist course with a heavy focus on programming where we developed a game vertical slice every semester with a variety of tools (Unity, Unreal Engine, Processing)

Exchange Semester in IGAD
Breda University of Applied Sciences　　　　2020

Experience

Game Programmer
Kool Games　　　　2023 - Present
Developing mobile and HTML5 games

Game Programmer
ONTOP Studios　　　　2021 - 2022
Gameplay, UI and backend development on multiple AR projects:
- Ghostbusters Afterlife: scARe
- ARcade Sports
- Heróis da Fruta

Research Grant
ULHT / HEI-LAB　　　　2020
VR game for motor and cognitive rehabilitation with adaptive difficulty