Ricardo Ferreira Cacheira

Gameplay/UI Programmer

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

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
Tecnology
Music
Travelling

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

Game programmer

UI implementation, game mechanics and backend communication on multiple AR projects:

- Ghostbusters Afterlife: scARe
- ARcade Sports
- Heróis da Fruta

2020-2020   ULHT / HEI-LAB

Game designer / programmer

VR game for motor and cognitive rehabilitation with adaptative difficulty managed by bio-feedback.

2017-2017   AF Informática

Web Developer Intern

EDUCATION

2020-2020   Exchange Semester - IGAD

BUas - Breda University of Applied Sciences

2017-2020   Games and Apps Development Bachelor

IADE - Faculdade de Design Tecnologia e Comunicação da Universidade Europeia