



Ricardo Rodrigues

GAME DEVELOPER

ABOUT

Friend to great people.

Ph.D. candidate at Técnico Lisboa, and Emotional AI Researcher at GAIPS, INESC-ID.

Game developer. Passionate about games, playing them, and building them.

CONTACT



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EXPERTISE

Emotional AI	★★★★★
Game Dev	★★★★★
Web Development	★★★★★
C++	★★★★★
Leadership	★★★★★
Communication	★★★★★

EXPERIENCE

● Instituto Superior Técnico

2018 - 2023

Teaching Assistant in Game Courses

Provided assistance on multiple courses in the Master's Degree in Computer Science and Engineering, including:

- Computer Graphics for Games
- Game Design
- Game Development Methodology

● GameDev Técnico

2019 - 2023

Coordinator & Game Developer

GameDev Técnico is a student group in Técnico Lisboa that focuses on developing games within the University of Lisbon community. I was the infrastructure coordinator in 2019 and participated in and lead several game-related projects.

● LabJogos of Técnico Lisboa

2017 - 2020

Coordinator

LabJogos is a student group whose mission is to promote the values of Games, bridging the gap between Academia, Industry, and Society. I coordinated multiple events, inventory, and teams.

EDUCATION

● Instituto Superior Técnico & INESC-ID

2017 - 2023 (in closing)

PhD in Computer Science and Engineering

Exploration of the field of Emotional Artificial Intelligence, also delving into Computer Graphics, Research methods, and Teaching Skills.

2011 - 2016

Bsc and MSc in Computer Science and Engineering

Specialization in Game Development and Intelligent Systems.



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OTHER PROJECTS

Sopa para Todos [↗](#)

2021 - Current

A movement with the purpose of helping fight hunger and re-launch the catering business in Portugal. I was a founding member and tasked with developing the map that contain information on the available businesses and the upkeep of servers and email infrastructure.

Web Dev [↗](#)

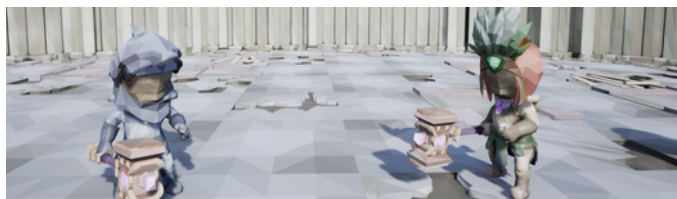
2016 - Current

I delved into web development on multiple occasions. At [t_insight](#), I was a full stack developer for multiple projects, working professionally for 1 year. At [LabJogos](#) and [Sopa para Todos](#), I was a main contributor the each corresponding website.

Public Projects

To see all my public projects visit my GitHub at [@RicardoEPRodrigues](#).

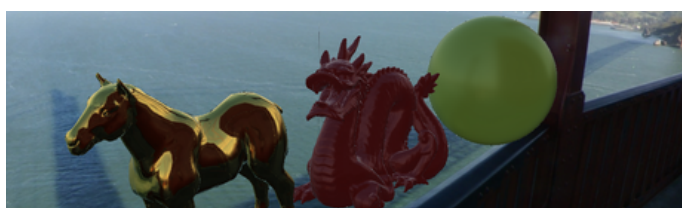
GAME-RELATED PROJECTS



Adfectus [↗](#)

2020 - Current

Adfectus is an arena game for 2 players to battle one another. This game was developed for my Ph.D., and in it, characters were able to feel and express a set of emotions through different modalities.



3Engine [↗](#)

2017 - Current

An OpenGL engine that uses Physically Based Rendering techniques. It is used as a basis to experiment with different graphical technologies.

Virtual Tutoring [↗](#)

2015 - 2018

A mobile coaching application that presents two virtual coaches acting as tutors that help the user with his studies in Online Learning Environments, but are also aware of the user's affective state.

Smashcart Ultra [↗](#)

2020 - 2022

A low-poly shopping-cart simulator game where you get the chance to control a crazy cart! It was developed to be a multiplayer party game with scalable servers akin to Fall Guys.

More Games on Itch.io [↗](#)

While the more relevant projects are presented here, other published projects can also be seen on my Itch.io page: <https://colorcrow.itch.io/>



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REFERENCES

Prof. Carlos Martinho

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Prof. Rui Prada

Professor at Técnico Lisboa
rui.prada@tecnico.ulisboa.pt

HOBBIES

Those who know a little about me know I have strange hobbies. The most known are **HEMA** (Historical European Martial Arts) or **D&D** (Dungeons and Dragons), but most people don't know I also practiced Krav Maga, competitive swimming, **Sailing**, Kickboxing, Airsoft, and Guitar playing.



During my Ph.D., I was fortunate to participate in the research and academic process and communities. I have several publications that I present below but I also contributed to Academia by reviewing papers at several conferences, such as [ICGI](#), [IEEE CoG](#), and [FDG](#), and the organization of the 2022 edition of the [IVA conference](#).

PUBLICATIONS

(in press) Believability, Anticipation, and... Timing - Improving believability through timing manipulation.

(in press) Modeling the Interpretation of Animations to Help Improve Emotional Expression.

(2022) A cautionary tale of side-by-side evaluations while developing emotional expression for intelligent virtual agents. [🔗](#)

(2020) Developing Children's Regulation of Learning in Problem-Solving With a Serious Game. [🔗](#)

(2019) Enriching Discrete Actions with Impactful Emotions. [🔗](#)

(2019) Interactive Empathic Virtual Coaches Based on the Social Regulatory Cycle. [🔗](#)

(2019) Festarola: a Game for Improving Problem Solving Strategies. [🔗](#)

(2017) Towards Believable Interactions Between Synthetic Characters. [🔗](#)

(2016) Expectancy and Emotions in Synthetic Characters. [🔗](#)

"Every word has consequences. Every silence, too."
Jean-Paul Sartre