

Ricardo Godinho Pereira

🌐 ricardopereiraist.github.io/

Work Experience

- **Miniclip** **Portugal**
Summer Internship in Software Development *August–October 2015*
 - Worked for 2 months debugging and implementing new features in software used by other teams.
 - Updated scripts.

Education

Academic Qualifications.....

- **Instituto Superior Técnico** **Taguspark**
Master in Computer Engineering and Information Systems *2016—2018*
Specialization in Games and Cyber-Security
Concluded with average grade of 17/20.
- **Instituto Superior Técnico** **Taguspark**
Bachelor in Computer Engineering and Information Systems *2013–2016*
Concluded with average grade of 16/20.

Notable Projects.....

- **Masters Thesis: 'Expressing Emotions Through Kinetic Typography'**
I created an asset in Unity3D that controls the dialogue system within a Virtual Tutoring project. The main purpose was to develop expressive dialogue, and study whether 2D elements - speech bubbles, text, and environment - could be used to convey emotion and reinforce the agents' expressiveness.
- **Computer Graphics project: 'Snooker on Fire'**
Worked with a team to create a snooker simulation application developed in a game engine written in C++ and OpenGL.
- **Game Development Methodology project: 'Shhh'**
Worked with a team to create an isometric stealth game, in Unity3D, with minimalistic visuals, in which the player visibility is based on the amount of noise made.
- **Game Design project: 'Black Hole'**
Worked with a team to create, in GameMaker, a 2D platformer shooter/hack 'n' slash, with some puzzle elements.

Technical and Personal skills

- **Programming Languages:** C, C#, C++, Python, Java, and OpenGL.
- **Industry Game Tools:** GameMaker and Unity3D.
- **Other Tools:** Git and Linux.
- **General Business Skills:** Teamwork, communication, adaptability, and problem solving.
- **Languages:** Portuguese native speaker and English professional proficiency.

Interests and extra-curricular activity

- I participate in game jams (events where teams develop a game in 48 hours) and security CTFs (events where teams solve cyber-security problems).
- Followed OpenGL tutorials, and developed multiple applications, from the very basics to complex techniques like PBR.
- With a colleague, developed a game in python (with pygame) for a contest hosted in Instituto Superior Técnico. It was a 2D arcade game and was programmed and designed within 10 days.