

Ricardo Godinho Pereira

🌐 ricardopereiraist.github.io

Work Experience

- Crytek**

Remote

 - *Senior Systems Programmer for Hunt: Showdown* *January 2025–Present*
 - Maintained the game platform abstraction plugin: Xbox / PlayStation / Steam / Discord.
 - Maintained the game crash reporting system crash handler.
 - Maintained the game VoIP system.
- Crytek**

Remote

 - *Systems Programmer for Hunt: Showdown* *March 2021–December 2024*
 - Implemented lobbies, stream install, and save data on Xbox Series S/X and Playstation 5.
 - Helped find and optimize critical sections of the game, such as boot, loading, and runtime stalls.
 - Implemented a runtime validation system for file access errors.
 - Contributed to CryEngine's crash reporting system and maintenance of the different crash handlers.
 - Timesliced CryEngine's world object culling, minimizing stalls during runtime.
 - Contributed to the overhaul of the VoIP system, and integration with Vivox.
 - Implemented Event Tracing for Windows captures during runtime.
 - Added watchdog support to gather information of the frozen thread.
 - Helped with the hiring and interview process for new Systems and Tools programmers.
 - Mentored and onboarded a new Senior Tools programmer.
- Crytek**

Frankfurt

 - *Junior Systems Programmer for Hunt: Showdown* *May 2019–February 2021*
 - Contributed to the implementation of Xbox S/X and Playstation 4, and Discord integration.
 - Expanded a file validation system to catch installation problems during boot.
 - Implemented loading optional content into CryEngine: marking content as optional, deciding which content to load, transmitting data between server and client, loading the content, and added a debug layer tool.
 - Added new features to an internal data tool: goto button, find references button, data validation, content search on files, and updated the tool to allow tracking via guids, allowing consistent operations.
 - Optimized operations on CryEngine's Sandbox, such as hide and lock objects.

Education

- Instituto Superior Técnico**

Taguspark

 - *Master in Computer Engineering and Information Systems* *2016–2018*
 - Specialization in Games and Cyber-Security*
- Instituto Superior Técnico**

Taguspark

 - *Bachelor in Computer Engineering and Information Systems* *2013–2016*

Technical and Personal skills

- **Programming Languages:** C++, Python
- **Libraries, SDKs, and APIs:** Steam, Xbox, PlayStation, Discord, Breakpad, Vivox
- **Tools and Software:** CryEngine, Visual Studio, Perforce, Jira, WPR, PIX, Backtrace, Git
- **Languages:** Portuguese native speaker and English professional proficiency