Ricardo Godinho Pereira

ricardopereiraist.github.io

Work Experience

Crytek **Remote**
Systems Programmer for Hunt: Showdown *March 2021–Present*

- Maintained the game platform abstraction plugin: Xbox / PlayStation / Steam / Discord.
- 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*

- Maintained the game platform abstraction plugin: Xbox / PlayStation / Steam / Discord.
- Contributed to the implementation of Xbox S/X and Playsation 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
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.

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