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 Ténico **Taguspark**
Master in Computer Engineering and Information Systems *2016—Present*
Specialization in Games and Cyber-Security
Current average of 17/20.

Instituto Superior Ténico **Taguspark**
Bachelor in Computer Engineering and Information Systems *2013–2016*
Concluded with average grade of 16/20.

Notable Projects

Masters Thesis (Ongoing): *'Expressing Emotions Through Kinetic Typography'*

I am currently creating an asset in Unity3D that controls the dialogue system within a Virtual Tutoring project. The main purpose is to develop an expressive dialogue, using speech bubbles, colors, and animations, in order to complement the emotion being transmitted by the agents.

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.