



Ricardo Albuquerque Santos

MAIN PROJECTS

Disasterpiece

- 3D physics-based cooperative stealth game focused on chaotic gameplay. Responsible for gameplay mechanics, local multiplayer systems, and physics interactions.

Huddle

- 3D underwater survival horror game in Unreal Engine 5. Developed underwater player movement, gameplay randomized systems, AI behavior, gameplay loop mechanics and UI flow/progress.

InTempo

- 2D rhythm platformer where gameplay reacts to music and sound progression. Implemented movement, rhythm-based mechanics, and environment synchronization (Obstacles/Puzzles).

OTHER PROJECTS

Hurrya

- 2D survival game with AI and core mechanics, developed in 2 weeks.

AV360 Experience

- 360° interactive XR experience with spatial audio.

Maybe I'm Wrong

- First ever prototype as programmer, focused on gameplay concepts.

Arduino Steering Wheel Controller

- Arduino Uno integrated with Unreal Engine 5, as to simulate and adapt our customized steering wheel to control a virtual vehicle.

ACADEMIC FORMATION

Setembro 2023 - Julho 2026

Bachelor | Videogames e Aplicações Multimédia

Lusófona University of Porto, Porto

2015 - 2022

English Learning Course | Conclusion Certificate

Wall Street English

2015 - 2019

Basic Music Course | Music

Escola Profissional d'Artes Performativas da Jobra, Aveiro

LANGUAGES

- **Native:** Portuguese

- **Secondary:** English (Good Working Proficiency)

📍 Porto

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PORTFOLIO

[https://ricardosantos05.github.io/
NewPortfolioWebsite/portfolio](https://ricardosantos05.github.io/NewPortfolioWebsite/portfolio)

SKILLS

Software

- Unreal Engine 5, Unity, Godot, Git, Jira

Programming

- Blueprints (UE5), GDScript, C#

Other Capacities

- Problem Solving, Game Design, Q&A, Team Collaboration

ABOUT ME

I am an ambitious and dedicated video game programmer with hands-on experience in Unreal Engine, Unity, and Godot, but also have developed strong skills in problem-solving, system designs and teamwork. I am highly committed to every project I take part in and eager to apply my passion and work ethic in a professional environment within the entertainment industry.