

RICARDO ALBUQUERQUE SANTOS

Game Programming Student

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ABOUT ME

Game programming student focused on gameplay development, with experience in Unity and Unreal Engine. Strong interest in problem-solving, system design, and quality assurance. Comfortable working in multidisciplinary teams and continuously improving technical and creative skills.

SKILLS

Game Engines	Unity, Unreal Engine 5
Programming	C#, Blueprints (Unreal)
Game Development	Gameplay Systems, Prototyping, Debugging, QA, Team Collaboration
Tools	Git, 3ds Max, Blender, Photoshop, Illustrator

EDUCATION

Bachelor's Degree in Videogames and Multimedia (VAM)

Lusófona University of Porto (2023 – 2026)
Game Programming | Game Design | Interactive Systems | Multimedia Development

PROJECTS

Hurrya — Programmer / Game Designer
2D top-down adventure and survival game set in a war scenario. Developed core mechanics, AI detection, sanity system, and exploration gameplay.

InTempo — Programmer
2D rhythm platformer where gameplay reacts to music and sound progression. Implemented movement, rhythm-based mechanics, and environment synchronization.

Huddle — Programmer
3D underwater survival horror game in Unreal Engine 5. Developed group control systems, AI behavior, and gameplay loop mechanics.

Disasterpiece (In Development) — Main Programmer
3D physics-based cooperative stealth game focused on chaotic gameplay. Responsible for gameplay mechanics, local multiplayer systems, and physics interactions.

LANGUAGES

Portuguese — Native | English — Good Working Proficiency