

# 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