Pedro Valério
Game Developer

CONTACT

✉ **Email**
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in **LinkedIn**
https://www.linkedin.com/in/pedro-valerio-dev/

🌐 **Portfolio**
https://vileoar.github.io/

Github
https://github.com/VileOar

itch.io
https://damp-squib.itch.io/

EDUCATION

Master's in Digital Game Development
2022 - 2024
- University of Aveiro, Portugal
- Grade: 18

Integrated Master's in Computer and Telematics Engineering
2017 - 2022
- University of Aveiro, Portugal
- Grade: 17

LANGUAGES

- Portuguese: Native
- English: Fluent
  - Cambridge C2
- Japanese: Elementary Proficiency
  - JLPT N5
- Spanish: Limited Proficiency

Profile Summary

Game developer, designer and computer engineer with a creative and artistic streak. Comfortable with many programming languages, tools and frameworks. Keen on designing and implementing game systems with good project management, problem solving and teamworking skills. Also have an interest in the more artistic side of game development, particularly spriting, pixel art, 3D modelling and 2D/3D animation.

Projects Highlight

Batter of Time *(5 ppl)*   Mar 2023 - Jul 2023
- Designed and implemented core game systems like player and shop inventory, cooking mechanics, event management, day/night cycle
- All characters modelling

Yellow Sky *(4 ppl)*   Oct 2022 - Jan 2023
- Project Manager
- Designed and implemented core game systems like resources, inventory, quests, weather, day/night cycle, among others
- Procedural generation of game world
- Implemented the main perspective distortion shader
- Responsible for spriting and animation

Work Experience

Instituto de Telecomunicações   Jan 2019 - Sep 2020
Undergraduate Student Researcher
(part-time)

- Performed analysis on network communication and video quality on drone-captured video feed
- Worked on initial refactoring of communication between drone and receiver
- Worked on adaptive video quality, based on network limitations

Skills

- **Programming Languages:**
Java | Python | C/C++ | C# | HTML/CSS | Javascript | GDScript | Dart | Lua
- **Software/Tools:**
Godot | Unity | Blender | Aseprite | AndroidStudio/Flutter | SDL2 | Pygame OpenGL/WebGL | OpenCV | Bootstrap
- **Technical Skills:**
Git | Agile | Gameplay Programming | Systems Programming | Mobile Development
- **Additional Skills**
2D Spriting | 3D Modelling | Asset Development | 2D/3D Animation

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Awards and Certificates

- Cambridge English C2 - Score 223
- The Japan Foundation JLPT N5 - Score 83.3%
- Continuation of Merit Award, University of Aveiro 2020-2021
- Continuation of Merit Award, University of Aveiro 2019-2020
- Continuation of Merit Award, University of Aveiro 2018-2019
- Merit Award for Best Freshman, University of Aveiro 2017-2018

Presentations

- Conference Presenter at 14th International Conference on Videogame Sciences and Arts | December 5th 2024 - Played Like a Damn Fiddle: Types and Patterns of Betrayal in Multiplayer Games
- Conference Presenter at Digicom 2024: 8th International Conference on Design and Digital Communication | November 8th 2024 - It's a Trap! A Conceptual Model of Betrayal in Games
- Workshop Facilitator at Universidade de Aveiro | November 12th 2024 - Introduction to Pixel Art
- Workshop Facilitator at Global Game Jam | January 26th 2024 - Introdução às técnicas de Pixel Art

Published Works

- Valério, P., & Cardoso, P. (2025). **Played Like a Damn Fiddle: Types and Patterns of Betrayal in Multiplayer Games**. Manuscript accepted for publication at 14th International Conference on Videogame Sciences and Arts.
- Valério, P., & Cardoso, P. (2025). **It's a Trap! A Conceptual Model of Betrayal in Games**. Manuscript accepted for publication at Digicom 2024: 8th International Conference on Design and Digital Communication.
- Valério, P. (2024). **Tricked, Backstabbed and Bamboozled: A Conceptual Model of Betrayal in Multiplayer Games** [Master's Thesis, University of Aveiro]. Repositório Institucional da Universidade de Aveiro
- Valério, P., Silva, J., & Neves, A. (2022). **3D Image Reconstruction of Road Accident**. ISMS 2022: Conference of the International Society of Military Sciences, 119–120. https://www.ium.pt/pub/31
- Valério, P., Silva, J., & Neves, A. (2022). **Analysis on 3D Reconstruction in Traffic Accident Investigation**. RECPAD 2022: 28th Portuguese Conference on Pattern Recognition, 106–107. https://aprp.pt/wp-content/uploads/2022/11/ProceedingsRecpad2022_v3.pdf
- Valério, P. (2022). **3D image reconstruction after traffic accident** [Master's Thesis, University of Aveiro]. Repositório Institucional da Universidade de Aveiro. https://ria.ua.pt/handle/10773/35183