Pedro Valério

Gameplay Programmer

CONTACT

✉ Email	⌗ Github
🅻 LinkedIn	🎮 itch.io
🌐 Portfolio	‹•› CiênciaVitae

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

SKILLS

Programming Languages

- Java
- Python
- C/C++
- C#
- GDScript
- HTML/CSS
- Javascript
- Dart
- Lua
- SQL

Software and Tools

- Godot
- Unity
- Blender
- Aseprite
- SDL2
- Pygame
- AndroidStudio
- Flutter
- OpenGL
- OpenCV
- Bootstrap
- Jira

Technical Skills

- Git Version Management
- Agile Methodologies
- Gameplay Programming
- Systems Programming
- Graphics Programming
- Game Design
- Mobile Development

Additional Skills

- 2D Spriting
- 3D Modelling
- Asset Creation
- 2D/3D Animation

LANGUAGES

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

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
- Versatile inventory system with different display methods (world entities and player hotbar), cooking mechanics, commerce, random event management, day/night cycle
- 3D character 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 world terrain
- 2D artist and animator

Work Experience

Altice Labs via WITHUS   Jun 2025 - Present

Software Developer (Full-time)

- Backend Developer at AlticeLabs via WITHUS consulting services.
- Worked on a network inventory management application, responsible for creating and managing physical and logical resources of networks and services.
- Collaborated on implementing multitenant capabilities in the application.
- Tools: Java, Javascript, SQL, Docker and Maven.

Universidade do Porto (FBAUP)   Mar 2025 - Apr 2025

Lecturer (Part-time)

- Gave a training course on an introduction to the Godot Game Engine.
- In a 12-hour course (divided into four 3-hour sessions), participants were taught the basics of using the Godot Editor and its scripting environment to create basic 2D games.
- Taught introductory programming skills, scene and node management, tilesetting, spritesheet animation, player input and basic physics interaction.

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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 Freshmen, 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**. In: Marto, A., *et al*. Videogame Sciences and Arts. VJ 2024. Communications in Computer and Information Science, vol 2324. Springer, Cham. https://doi.org/10.1007/978-3-031-81713-7_1
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- 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. https://ria.ua.pt/handle/10773/44630
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