



Gonçalo Pinto

Programmer

PROFILE

Experienced Game Developer proficient in Unreal Engine (C++ & Blueprints), Unity (C#) and Godot (GDScript). Skilled in 3D asset creation, image editing, sound design, and game design. Strong knowledge of C++, C#, Python, JavaScript, and object-oriented programming. Passionate about delivering innovative gaming experiences.

EXPERIENCE

Software Engineer

- **FABAMAQ**
October 2023 – Current

In the professional capacity of a game developer, I primarily use the open-source Godot game engine. My responsibilities encompass the creation of tools and frameworks and provide support in the development of products, specifically in the domain of online casino games.

Game Design Researcher

- **POLYTECHNIC INSTITUTE OF BRAGANÇA**
December 2021 – September 2023

Engaged in a research grant developing a VR game to aid schizophrenia rehabilitation, focusing on negative symptoms. As part of the game design team, I prototype concepts for validation and handle project management. Involved in core feature implementation, bug fixing, and team coordination. Committed to bridging VR and mental health rehabilitation.

Future Analyst & Co-Creator

- **Demola Global**
2021

Conducting research to explore techniques and workplace adaptations for fostering a more inclusive and productive environment, while also performing data analysis and crafting relevant media to communicate the conclusions effectively.

Projects

Project M

- A third person action game where you bounty hunt monsters.
- Made in Unreal Engine 4.

Sonance

- A platformer with level design and soundscape mechanics.
- Made in Unreal Engine 4.

Araucária

- An immersive story driven VR game for Google Cardboard.
- Made in Unity 3D.

The Deer Maze

- A moody game with a mysterious maze.
- Made in Unreal Engine 4.

Ninja Baseball Men

- A revamp of a classic arcade game called "Clean Sweep".
- Made in Unity 2D.

THE FLOOR IS LAVA AND YOU ARE PAPER

- A timed mobile platformer game released on the PlayStore.
- Made in Unity 3D.

CONTACT

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📍 Funchal, Portugal

EDUCATION

Bachelor of Arts in Game Design

- **Polytechnic Institute of Bragança**
2019 – 2021

Master in Engineering of Digital Games Development

- **Polytechnic Institute of Cávado and Ave**
2021 – 2024

SKILLS

- C++, C#, GDScript, HTML & CSS, JavaScript
- GitHub, GitLab, BitBucket, Sourcetree
- Unreal Engine, Godot Engine, Unity 2D/3D Game Maker 2.0
- Agile, Scrum and Kanban

LANGUAGES

English ● ● ● ● ●