



# João Borlido

Viana do Castelo, Portugal

joaoborlido17465@gmail.com

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## Bio

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Software Engineer with a goal to produce high-quality software and explore new technologies along the way.

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## Experience

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### Xarp Reality Labs - Co-Founder & Head of Product

SEPTEMBER 2023 - PRESENT, VIANA DO CASTELO

Deliver high-quality XR solutions for XR agencies.

Skills: Leadership, Unity, C#, Computer Vision, Skeletal Recognition

### FYX Gaming - Senior Unity C# Developer

JULY 2019 - SEPTEMBER 2024, REMOTE

Part of a team of Unity developers from various backgrounds. Worked with a team of seasoned professionals from artists to engineers and experts from AAA and blockchain.

Skills: Unity, C#, Python, CI/CD, DevOps, Game Design, Gamification

### Spatial Digital - Lead Developer

APRIL 2020 - SEPTEMBER 2020, REMOTE

Led the Unity and backend team of an AR app dedicated to tracking users' movements and turning them into animations to be applied to a digital avatar.

Skills: Leadership, Unity, C#, Mediapipe, Python Backend

### SolipsAR - Unity C# Developer

JANUARY 2019 - JUNE 2019, REMOTE

Worked on an AR mobile app with the goal of gamifying recycling and teaching users to recycle along the way.

Skills: Unity, C#, AR Kit, AR Core, Gamification

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### **Shadowmatic Labs - Co-Founder**

SEPTEMBER 2018 - FEBRUARY 2018, VIANA DO CASTELO

Worked as part of a team of Unity Developers responsible for the release of a FPS video game to Steam.

Skills: Unity, C#, Game Publishing, Social Media Promotion

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### **Volunteer**

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### **Cooperativa de Profissionais de Desenvolvimento de Software - Administrator**

FEBRUARY 2021 - PRESENT, VIANA DO CASTELO

Founded the first Portuguese Tech Coop. Half co-work space, half technological incubator. My main role is guiding and administrating the permanent team. Within our non-profit initiatives, we have developed an innovative AI educational tool aimed at teaching programming that has been used in state-sponsored boot camps.

Skills: Leadership, Business Management, Mentoring

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### **Education**

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### **IPVC - Licentiate in Computer Graphics and Multimedia Engineering**

SEPTEMBER 2015 - JUNE 2019, VIANA DO CASTELO

Special interests in Video Game Development, Software Engineering and Computer Graphics.

### **IPVC -Masters Degree in Computer Engineering**

SEPTEMBER 2024 - PRESENT, VIANA DO CASTELO

Special interests in Software Engineering, Multiplayer Systems and VR/AR/XR.

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### **Additional Information**

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Born on 16th of July of 1997 in Viana do Castelo, Portugal.

Part of Grupo Folclórico de Santa Marta de Portuzelo as a dancer and a musician.

Languages: Native Portuguese, Professional English, and Fluent Spanish.