

João Cavacos

Game Programmer

Hey there! I'm **João Cavacos** and I'm from Portugal. With dedicated experience in game development, my journey began in high school when I first delved into the fascinating world of coding. Since then, I've entered on a journey into creating games. I've completed my bachelor's degree studying Game Development at IPMAIA and I'm currently working at Blue Gravity Studios!

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📄 joacavacos.github.io/#/

🐙 github.com/joacavacos

WORK EXPERIENCE

Unity Programmer Blue Gravity Studios

04/2024 - Present

Technologies: Unity and C#

United Kingdom, Remote

Achievements/Tasks

- Reviewed candidates (Junior/Mid level) for programming roles, contributing to the company's hiring process.
- Albert's Ark Idle (Oct 2024 - Present):**
- Rebalanced gameplay mechanics, ensuring progression and depth;
- Designed and implemented new minigames, restructured existing systems, and resolved numerous bugs; enhanced UI/UX elements, integrated Steam features (achievements), and improved visual and audio components.
- Social Game (Sep 2024 - Oct 2024):**
- Contributed to a WebGL 3D multiplayer game with an isometric cartoon style, focused on social interactions and in-game trading of blockchain-based assets.
- Sett AI (April 2024 - September 2024):**
- Developed playable ads for popular mobile games like Match3, 8BallPool, Mob Control, Black Hole, Family Life, and Tall Man Run;
- Built automated systems to streamline the creation of ads by artists, improving efficiency; collaborated with small teams on tight 2-week schedules for each ad, ensuring high-quality delivery;

Gameplay Programmer AstralShift

05/2023 - 10/2023

Technologies: Unity and C#

Portugal, Remote

Achievements/Tasks

- Worked on **Little Goody Two Shoes** (PC, PS5, XBOX, Switch): Developed and enhanced game functionalities, such as implementing and innovating new mechanics, assisting in designing the game flow, and fine-tuning existing mechanics;
- Collaborated with the team to modify and adjust animation events in both cutscenes and maps, enhancing the visual storytelling of the game using the Unity Timeline.

Godot Software Engineer (Internship) Fabamaq, Sistemas Informáticos S.A.

01/2022 - 06/2022

Technologies: Godot Engine, GDScript and C++

Porto, Portugal

Unity Programmer Modal Interactive - Freelance

10/2020 - 06/2021

Technologies: Unity and C#

Porto, Portugal

EDUCATION

Game Development

Instituto Politécnico da Maia, IPMAIA (Bachelor)

09/2019 - 07/2023

Porto, Portugal

SKILLS

C#

C++

FMOD

JSON

OOP and Game Patterns

Unity Engine

Godot Engine & GDScript

GitHub

Trello/Jira

Autonomous

Problem solving

Great communication skills

Detail-oriented

BEST PERSONAL PROJECTS

The Loop (3D Psychological Horror) (02/2024 - 02/2024)

- Worked with a group of 4 for the MAD Game Jam 2024 (48h) where we won the best visual prize! Programmed the loop states, collectable system and UI, using C# and Unity.

Don't D13 (3D 1v1 Party Game) (11/2023 - Present)

- Worked with a group of 5 for the Invictvs Game Jam 2023 (48h)! Programmed 3 minigames, game states and implemented SFX/Music, using C# and Unity.

PrayBack (2D Topdown Beat-em-up) (10/2021 - 10/2021)

- Worked with a group of 5 for the Invictvs Game Jam 2021 (48h) using agile methodologies, crowning us 2nd place! Programmed the Enemy AI, and the game UI using C# and Unity

CERTIFICATES

Unreal Engine 5 C++ Development (04/2023 - 05/2023)

Understanding of the C++ programming language and its implementation within Unreal Engine 5, which enabled me to build highly optimized game systems and features

Unity Junior Programmer (04/2022 - 06/2022)

The Unity Junior Programmer Pathway validates skills and competencies to be a proficient junior programmer writing scripts in C#

LANGUAGES

Portuguese

Native or Bilingual Proficiency

English

Full Professional Proficiency