

# 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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## EDUCATION

### Game Development

Instituto Politécnico da Maia, IPMAIA (Bachelor)

09/2019 - 07/2023

Porto, Portugal

## WORK EXPERIENCE

### Unity Programmer

Blue Gravity Studios

04/2024 - Present

United Kingdom, Remote

Technologies: Unity and C#

### Gameplay Programmer

AstralShift

05/2023 - 10/2023

Portugal, Remote

Technologies: Unity and C#

#### 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;
- Sound design with FMOD integration: Implemented sound effects and background music in collaboration with a sound designer;
- Bug identification and fixing: Collaborated with the QA team using Jira to address reported issues and resolved them;
- 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)

Fabamag, Sistemas Informáticos S.A.

01/2022 - 06/2022

Porto, Portugal

Technologies: Godot Engine, GDScript and C++

#### Achievements/Tasks

- Active participation in "brainstorming" meetings in order to find the best solutions for the implementation, usability and appearance of casino games;
- Use of the Godot game engine to create visual interfaces and the respective associated algorithm for "Slots" games;
- Worked together with the art team, on a new company prototype developed by creating and adding new innovative functionalities in a new hardware requested by a client;
- Study and continuation of the development of state machines (and/or sub-state machines) that guarantee the base of joint operation for "Bingo" and "Spins" game types (C++).

### Unity Programmer

Modal Interactive - Freelance

10/2020 - 06/2021

Porto, Portugal

Technologies: Unity and C#

## 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

## 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.

### Dark Memories (3D Survival Horror) (09/2021 - 11/2021)

- Solo developer/programmer using C# and Unity Engine.

### 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

### The Apprentice (2D Topdown) (11/2020 - 11/2020)

- Solo developer/programmer using C# and Unity Engine.

### Knight Typer (2D Sidescroller) (10/2020 - 10/2020)

- Solo developer/programmer using C# and Unity Engine.

## CERTIFICATES

### 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#

### 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.

### C++ Course (Codecademy) (01/2024 - 01/2024)

Understanding of the C++ programming language as well as some uses in real life applications.

## LANGUAGES

Portuguese

Native or Bilingual Proficiency

English

Full Professional Proficiency