João Cavacos

Junior Game Programmer

Ambitious and motivated junior game programmer with a passion for creating engaging gameplay experiences! Armed with a solid foundation in programming and a keen interest in game development, I am eager to contribute my skills and learn from experienced professionals. With a strong drive for continuous learning and a commitment to teamwork, I am ready to embark on a dynamic journey within the game development industry.

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EDUCATION

Digital Game Development
Instituto Politécnico da Maia, IPMAIA (Bachelor)

09/2019 - 07/2023   *Porto, Portugal*

WORK EXPERIENCE

Gameplay Programmer
AstralShift

05/2023 - Present   *Portugal*
Technologies: Unity and C#

Achievements/Tasks
- Currently working on Little Goody Two Shoes (TBA):
- Utilized Unity and C# to develop and enhance game functionalities;
- Implemented sound effects to enhance the overall gaming experience;
- Identified and resolved bugs to ensure smooth gameplay and improved user experience;
- Collaborated with the team to modify and adjust animation events in both cutscenes and maps, enhancing the visual storytelling of the game.

Software Engineer (Intern)
Fabamaq, 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 Developer
Modal Interactive - Freelance

10/2020 - 06/2021   *Porto, Portugal*
Technologies: Unity and C#

Achievements/Tasks
- After a successful internship I was contacted by the company to work for a client - the town hall of Torres Vedras asked for an interactive mirror where people could dress and see themselves as "Matrafonas". For this job, me and my team used Azure Kinect to detect the body movement and used an asset in the Unity Store to help getting the skeleton right.

SKILLS

C#   C++   OOP and Game Patterns   Unity Engine

Godot Engine & GDScript   GitHub   Trello/Jira

Autonomous   Problem solving

Great communication skills   Detail-oriented   Teamworker

PERSONAL PROJECTS

Eternal Journey (2D Roguelike) (02/2023 - Present)
- Solo developer/programmer using C# and Unity Engine.

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.

LANGUAGES

Portuguese
Native or Bilingual Proficiency

English
Full Professional Proficiency