
Hey there! I'm João Cavacos and I'm from Portugal. With 2.5+ years of professional experience in game dev, my journey began in high school when I first delved into the fascinating world of coding. Since then, I've started a journey of creating games and experiences!

PROFESSIONAL EXPERIENCE

UI Programmer Internship @ Saber Interactive Porto

July 2025 - Present | Porto, Portugal | On-site

Technologies: Unreal Engine 5 / C++

- **Road Kings (July 2025 - Present) | PC, PS5 & XBOX**
- Currently working on Road Kings, releasing in 2026!

Unity Programmer @ Blue Gravity Studios

April 2024 - May 2025 | United Kingdom | Remote

Technologies: Unity / C#

- Reviewed candidates of junior/mid level for general programming roles;
- **The Platform (January 2025 - May 2025) | Steam**
- Helped develop a game engine (made in Unity) - worked on several features like UI controls/behavior, character controller and animator and overall polishing/bug fixing.
- **Albert's Ark Idle (October 2024 - January 2025) | Steam**
- 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) | Blockchain**
- 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)**
- 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

May 2023 - October 2023 | Portugal | Remote

Technologies: Unity / C#

- **Little Goody Two Shoes (May 2023 - October 2023) | Steam, PS5, XBOX & Switch**
- Developed new and enhanced several game functionalities;
- Implemented sound effects and music using FMOD to enhance the listening experience;
- Set up NPC's behaviors and their dialogues for user interaction;
- 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.

Godot Software Engineer Internship @ FABAMAQ

January 2022 - June 2022 | Porto, Portugal | On-site

Technologies: Godot / GDScript / C++

- Research and development on casino games (Slots, Bingo and Table Games);
- Interconnection of logic layers with the visual part of the game;
- Use of external libraries that allow hardware control of game machines (e.g. Led Strips);
- Study and continuation of the development of state machines (and/or sub-state machines) that guarantee the base of joint operation for Bingo/Slots game types (C++).

Unity Developer (Freelance) @ Modal Creativity

October 2020 - June 2021 | Porto, Portugal | On-site

Technologies: Unity / C#

EDUCATION

Bachelor's in Digital Game Development

Instituto Politécnico da Maia, IPMAIA | September 2019 - July 2023

PERSONAL PROJECTS

- **The Loop (3D Psychological Horror)**
 - 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)**
 - 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)**
 - 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
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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#.
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LANGUAGES

English

- Advanced level

Portuguese

- Fluent, native tongue