

# João Cavacos

## Gameplay Programmer

I consider myself to be autonomous, always ready to learn something new, hard-working and prepared to discuss several ways to find the best solutions for implementation, usability and appearance of the game. I've worked in an Agile workspace both in personal and professional work, so I'm used to it.

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## EDUCATION

### Digital Game Development

Instituto Politécnico da Maia, IPMAIA  
(Bachelor)

09/2019 - Present

Porto, Portugal

### Computing and Multimedia Technologies

Colégio de Gaia (High school)

09/2016 - 05/2019

Porto, Portugal

## WORK EXPERIENCE

### Software Engineer (Intern)

Fabamag, Sistemas Informáticos S.A.

01/2022 - 06/2022

Porto, Portugal

#### 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 "Bingo" and "Table Games" games;
- Interconnection of logic layers (GDScript; C++) with the visual part of the game;
- Use of external libraries that allow hardware control of game machines (LedStrips);
- 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

#### 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# (4+ years)

Unity Engine (4+ years)

Godot Engine & GDScript

C++ (

GitHub

Trello/Jira

Autonomous

Problem solving

Great communication skills

Detail-oriented

Teamworker

Good time management

## PERSONAL PROJECTS

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.

Hallucyo (3D Psychological Horror) (2022)

- Together with another developer this project was created in Unity and C# with the purpose of further expand our knowledge and teamwork capability. The topic of the game is being restricted to a wheelchair while also being in a haunted house! We're currently on a break from the development due to professional duties.

## 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#

## LANGUAGES

Portuguese

Native or Bilingual Proficiency

English

Full Professional Proficiency

## INTERESTS

Gaming

Sports

Traveling