

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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📄 joacavacos.github.io/#/

🐙 github.com/joacavacos

EDUCATION

Digital Game Development

Instituto Politécnico da Maia, IPMAIA
(Bachelor)

09/2019 - 07/2023

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#

C++

OOP and Game Patterns

Unity Engine

Godot Engine & GDScript

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 - 2023)

- Together with another developer this project was created in Unity and C# with the purpose of further expand our knowledge and teamwork capability.

Eternal Journey (2D Roguelike) (02/2023 - Present)

- 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