

# 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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## WORK EXPERIENCE

### Unity Programmer Blue Gravity Studios

04/2024 - Present

Technologies: Unity and C#

United Kingdom, Remote

#### Achievements/Tasks

- Reviewed candidates (Junior/Mid level) for programming roles, contributing to the company's hiring process.
- Albert's Ark Idle (Oct 2024 - Present):**
- Rebalanced gameplay mechanics, ensuring progression and depth;
- 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):**
- 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):**
- Developed playable ads for popular mobile games like Match3, 8BallPool, Mob Control, Black Hole, Family Life, and Tall Man Run;
- 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

05/2023 - 10/2023

Technologies: Unity and C#

Portugal, Remote

#### 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;
- 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) Fabamaq, Sistemas Informáticos S.A.

01/2022 - 06/2022

Technologies: Godot Engine, GDScript and C++

Porto, Portugal

### Unity Programmer Modal Interactive - Freelance

10/2020 - 06/2021

Technologies: Unity and C#

Porto, Portugal

## EDUCATION

### Game Development

Instituto Politécnico da Maia, IPMAIA (Bachelor)

09/2019 - 07/2023

Porto, Portugal

## 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

## BEST 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 - 11/2023)

- 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) (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

## 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#

## LANGUAGES

Portuguese

Native or Bilingual Proficiency

English

Full Professional Proficiency