João Cavacos
Game Programmer

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!

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WORK EXPERIENCE

Unity Programmer
Blue Gravity Studios

04/2024 - 05/2025   *United Kingdom, Remote*
Technologies: Unity and C#

Achievements/Tasks
- Reviewed candidates (Junior/Mid level) for programming roles, contributing to the company's hiring process.
- **The Platform (Jan 2025 - May 2025):**
- 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 (Oct 2024 - Jan 2025):**
- 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):**
- 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   *Portugal, Remote*
Technologies: Unity and C#

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;

Godot Software Engineer (Internship)
Fabamaq, Sistemas Informáticos S.A.

01/2022 - 06/2022   *Porto, Portugal*
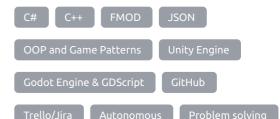*Technologies: Godot Engine, GDScript and C++*

Unity Programmer
Modal Interactive - Freelance

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

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