

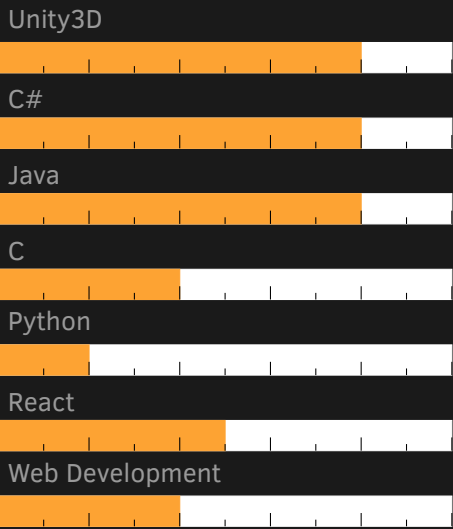


Pedro Pais

Computer Science Student and
Game Developer Hobbyist

- +351 918 277 542
- [pgpais.github.io](https://github.com/pgpais)
- pgpaisdev@gmail.com
- [pgpais](#)

Technical Skills*



(*)[The skill scale is from 0 (Fundamental Awareness) to 5 (Expert)]

Soft Skills

- Quick Learner
- Public Speaking
- Problem Solving

Interests

Game Development, Game Design,
Game Research, Human-Computer
Interaction, Artificial Intelligence

About me

I am a Computer Science Student currently enrolled in a PhD in the LASIGE lab, studying Inclusive Gaming, specifically in families. I've also participated in several Game Jams gaining experience with Unity3D and C#.

Education

- Since 2022 PhD in Informatics FCIências ULisboa
Started my PhD in the field of Inclusive Gaming where I will be exploring the gaming experiences of families and how to make use of asymmetry to make these experiences more inclusive
- 2018-2022 MSc in Computer Science - Grade: 15 FCT UNL
For my M.Sc. degree I focused on classes that would improve my coding practice and give me more knowledge on AI, Game Engines and Human-Computer Interaction, I wouldd like to emphasize these classes:
 - Games and Simulation
 - Human-Computer Interaction
 - Game Theory
 - Knowledge RepresentationMy MSc thesis' theme was "Asymmetric Roles in Intergenerational Games" and got a grade of 18.

Experience and Projects

- 2020-2022 MSc Thesis - Asymmetric Roles in Intergenerational Games LASIGE Lab
Completed my Master's degree with a thesis that explored the use of two radically different roles to create an asymmetric and asynchronous experience that could be meaningfully enjoyed by an adult and a child (presumably in the same family). This game was mostly developed by me (with some help from an artist) created using Unity, Top-Down Engine asset and Google's Firebase. This thesis got a grade of 18
- 2020 President of Game Development university group NDDV - FCT UNL
I've been responsible for creating and managing activities and resources for faculty students to learn or improve their interest in Game Development. Our activities have a decent reach of 10-15 people, considering that the university has almost no classes on Game Development. I also gave a workshop on Unity3D to 30 people so they'd have a foothold to enter the semester long Game Jam.
- 2016-2020 Global Game Jams
I have participated in every Global Game Jam since 2016. Gaining a considerable amount of experience from developing video games in a tight time frame, having contact with idealization, management and development while under the time pressure of 48 hours. I'd like to highlight "Roboto Repairaton!!" which was an incredibly rich experience where I developed the gameplay and "Chaos Events".
- 2017 Games for Good IADE - Universidade Europeia
A Game Jam for developing Socially Responsible games, I had contact with some Non-Profit Organizations and spent 48 hours developing a prototype for a card game where the cards representing historical personalities were collected by visiting certain historically relevant locations. In the end, we spent too long designing for the game and didn't fully develop a prototype (only the card gameplay was complete). Still, the game got third place.
- 2017-2020 Programming Teacher Happy Code
16 months where I taught programming to classes of about 10 students using Game Engines as a platform