

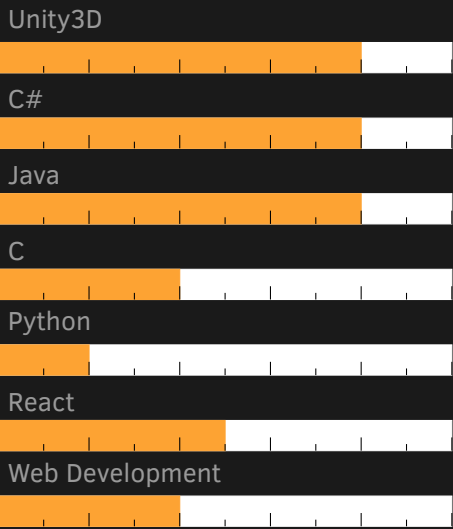


Pedro Pais

Computer Science Student and
Game Developer Hobbyist

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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,
Human-Computer Interaction,
Artificial Intelligence

All the information in this CV can be seen in
more detail in my personal website

About me

I am a Computer Science Student on my thesis year. Studying Asymmetrical Roles in Intergenerational Games on the Tech & People lab. I've also participated in several Game Jams gaining experience with Unity3D and C#.

Education

- Since 2018 M.Sc. in Computer Science 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'd like to emphasize these classes:
 - Games and Simulation
 - Human-Computer Interaction
 - Game Theory
 - Knowledge Representation
- 2015-2018 B.Sc. in Computer Science FCT UNL
I had contact with several disciplines providing a strong knowledge base for Computer Science:
 - Computer Networks
 - Artificial Intelligence
 - Graphical Computation
 - Distributed Systems

Having finished the degree with the development of a project called "FlameHound" that involved several tools and frameworks.

Experience and Projects

- 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".
- 2018 FlameHound FCT UNL
Following the many fires that ravaged parts of Portugal in 2017, the university tasked the students with developing a solution where citizens could tag actual or possible occurrences of fires with geopositioning. This project gave me experience with several tools and frameworks such as *React*, *Google App Engine* and *Android Studio*.
- 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
Around 16 months where I taught programming to classes of about 10 students using Game Engines as a platform