Pedro Pereira

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Lisbon (Portugal)

In 1994, after my grandparents offered me an original Game Boy and I became addicted to it, I decided that when I grew up I would only work on cool stuff just like that. I've been making games and other graphical applications since I started programming in 2009 after joining the university, and I've been lucky to work in really cool projects on all my jobs. I'm currently looking forward for the next awesome project where I will be able to make a difference, surrounded with talented and passionate people that once had the same dream that I had.

Education

TÉCNICO LISBOA

MSc in Information Systems and Computer Engineering Specialization in Intelligent Systems and Games

September 2013 – June 2016
Grade 16.4 / 20

Dissertation "Modelling Progression in Video Games"
Grade 18.0 / 20

FCt FACULDADE DE CIÊNCIAS E TECNOLOGIA UNIVERSIDADE NOVA DE LISBOA

BSc in Computer Science and Engineering

September 2009 – July 2013
Grade 14.0 / 20

Work Experience

wTVision — software for tv

Programmer | Feb 2017 – ongoing

Development of an in-house rea-rendering engine and graphical editor for TV broadcasts, virtual studios, camera-tracked and augmented-reality content. **Tech Lead** of the Vision department since May 2019.

agap2 — Create and Innovate

Consultant | Sep 2016 – Feb 2017

Full-stack developer for an internal web portal to be used by Project Managers and Human Resources staff to manage resourcing requests and job offers for external clients.

LANINTELFACTORY™

Intern | June 2014 – June 2015

Development of distributed web applications for data acquisition, logging and monitoring of processes in integrated systems regarding the control and manufacturing within animal feed factories.

Personal Projects

Once Upon A Knight | Cocos2d | Objective-C | C++ | iOS
Save the Kingdom! Play as a knight who volunteered to save the heir to the throne. Put your dashing and slashing skills to the test while trying to reach the tallest tower in the evil Sorcerer's castle, where your purpose resides.
- Design documents, programming and playtesting
- Voted Best Mobile Game of Instituto Superior Técnico, by Miniclip in 2015

Solar Systems Also Eat | Unity | PC
Solar systems are weakening! Create and manage a solar system by absorbing resources to survive. Become extinct due to the superiority of the enemy systems.
- Design documents, programming and playtesting

Other Projects | Unity | PC
http://gamejolt.com/profile/pmh-pereira/1187891/games

Skills

Unity / C# / C++	5 years
DirectX / OpenGL	4 years
Git / SourceTree	4 years
OpenCV	3 years
WPF / .NET Frameworks	3 years
Node.js / Backend Development	3 years
Unreal Engine	2 years

On my first 2 years at wTVision, I helped exclusively with the development of new features for our rendering engine, such as camera tracking, chroma keying and post-processing effects, and improving our graphical editor. I also developed the integration with Unreal Engine, in order to mix photorealistic scenery with our augmented reality graphics.

On May 2019, I became **Tech Lead** of the Vision department. I've since led the development of a new Camera Calibration solution and have been working on extending our current Football Tracking products to other Sports.

Personal Interests

Music   Member and former vice-president of anTUNiA - Tuna de Ciências e Tecnologia da Universidade Nova de Lisboa
Member of emCANTUS – Adult Choir of the Associação Coral de Odivelas

Sports   Former practitioner of Karate, Swimming, Tennis and Krav Maga; looking forward to train Boxing.

Games   I mostly played video games my entire life, but recently found a new passion for board games.
I look forward to try and buy all the games that I possibly can!