Rodrigo Pereira

First year Computer Engineering Master's student, ISCTE

✉ rosscpe@gmail.com 📞 (+351) 916 774 068 in www.linkedin.com/in/rodrigo-sscp 📍 Lisbon, Portugal

SKILLS

Programming Languages:

- Java
- Python
- Javascript
- Kotlin
- C# (Unity)
- C

Libraries and Frameworks:

- Django
- Spring Boot
- React
- Axios
- JQuery
- Gymnasium
- SB3-contrib

Other:

- Postman
- Linux
- Git / GitHub
- Docker
- Outsystems
- MongoDB
- MySQL (MariaDB)

PROJECTS / APPLICATION OF SKILLS

Film focused social media application connecting people frequently attending the same theaters and encouraging interaction through group chats and features for watch party planning.

Using:
Django, **Python**, **HTML**, **CSS**, **JQuery**, **Axios**

Unity project built as a learning environment to develop and test game features, dynamic assets, interaction systems and creation tools, such as procedural assets generated from an xml file.

Using:
C#, **Unity Game Engine**, **Blender**

Fault tolerant distributed system designed for a scenario of experiment monitoring, where raw telemetry data is stored in a MongoDB cluster and then forwarded to a server for data processing, storage of processed data in an SQL database and user access.

Using:
MongoDB, **MySQL**, **Java**, **MQTT Protocol**

Training of a Thymio 2 robot controller model to acquire behaviours such as line following and obstacle/ledge avoidance, using a self developed evolutionary algorithm and reward shaping for use in algorithms provided by sb3-contrib, such as vanilla PPO and recurrent PPO.

Using:
Python, **Gymnasium**, **SB3-contrib, Webots**

ABOUT ME

I've always been fascinated by games and how the simplest virtual worlds come alive when charged with creativity. They were the catalyst for my interest in art and drawing quickly became my most fulfilling hobby. I also eventually discovered 3d sculpting, modelling, rigging and animation which led me even closer to game development. Now, I hope to contribute to creating games, be it developing core gameplay systems or working closer to game designers and providing tools for content creation.

EDUCATION

Computer Engineering Bachelor's Degree, ISCTE - Instituto Universitário de Lisboa

LANGUAGES

- Portuguese - native speaker
- English - advanced