Ricardo **Subtil**

✉ ricasubtil@gmail.com | ⌂ rsubtil.github.io | ⌨ rsubtil | 💼 ricardo-subtil | ✉ rsubtil

Summary

I am a passionate developer who is always curious to learn more, with mainly self-taught experience in various areas. My main focus lies on game development/design through personal or student projects.

In 2020 I discovered the Godot Engine and challenged myself to participate in its development, since it was an open source project. I now use it regularly for my projects and seek to continue to contribute to the Godot project and its community.

Education

Instituto Superior Técnico (IST)   *Lisbon, Portugal*

MSc in Computer Science and Engineering (specialization in Games)   *September 2021 - November 2023*
  Master thesis on "**Implementation of social deduction mechanics on a 4X strategy game**🔗", graded 17/20

BSc in Computer Science and Engineering   *September 2018 - September 2021*

Experience

SIEMENS Mobility   *Aveiro, Portugal*

C++ Developer   *May. 2024 - moment*
- Working for **Hacon**🔗 on a train planning system product.
- Part of an Interfaces team, responsible for generating reports and import/export of data through external interfaces.
- Worked in the implementation of infrastructure and timetable exports for the industry standard **railML**🔗 format.

Godot Engine

Contributor (Non-official, hobbyist)   *Oct. 2020 - moment*
- Contributed as a hobbyist with bug reports and bug fixes.
- Implemented a few major features: **DAP** backend for debugging projects using external tools (sponsored by **Google Summer of Code**🔗); a recovery mode to aid in fixing problems with crashing projects.
- Volunteered to participate in issue triaging: verifying, tagging, and tracking priorities and sub-projects.

Projects

Controller Icons 🔗   *Founder*

Automatic input icon remapper   *2023-Present*
- First experience designing an addon with the goal of being simple, plug-and-play, and adapt to very different project workflows with ease.
- Currently at over 300 stars and in use by a few upcoming commercial games

RetroHub 🔗   *Founder*

Retro-gaming library frontend   *2022-Present*
- Focus on intuitive, plug & play experience requiring little configuration.
- Learned quite a bit on Godot's UI, theming and input systems.

GameDev Técnico 🔗   *Member*

Student university group focused on game development   *2022-Present*
- Part of the group's coordination and responsible for infrastructure concerns (AWS, GitHub Actions, Nextcloud, Linux VMs)
- Participated in short game-jams:
    - **Nordic Jam 2023:**🔗 Feed the Bunyip
    - **Global Game Jam 2023:**🔗 Rootie & Twootie : Operation Chaos and the Rogue Numbers 3
    - **GBJAM 10:**🔗 I'm Rooting for You
- Participated in long-term projects:
    - **CUBOS (C++):**🔗 Voxel-based game engine
    - **Quinta do Vale (Unity):**🔗 Educational game about sustainable farms

Skills

Programming	C, C++, C#, Python, GDScript
Languages	Portuguese, English
Platforms	Linux
Game Engines	Godot, Unity
Other	3D Modelling (Blender), Git workflows, CI (GitHub Actions)