

Pedro Bessa

Software Engineer

Porto, Portugal | pedrobessa.dev | linkedin.com/in/pedrofnbessa | github.com/tamanegicode

Summary

Software Engineer with 5+ years of professional experience developing cross-platform applications, primarily in game development using Unity and C#. I hold a bachelor's in Game Development and a master's in Computer Engineering, a combo that's given me both creative grounding and strong technical foundations. Contributed to 8 shipped titles in a professional capacity, 5 of which I supported from concept to release. Driven by curiosity and a constant desire to grow, I actively seek out ambitious projects that challenge me, whether that means tackling complex problems or diving into new technologies and unfamiliar tech stacks. Open to global relocation for the right opportunity.

Experience

Virtual Campus Lda. Programmer https://virtual-campus.eu <ul style="list-style-type: none">Developed cross-platform games targeting PC, Mac, Linux, Android, iOS, WebGL, and Meta Quest (VR) in an Agile environment.<ul style="list-style-type: none">Built and maintained core gameplay systems and functionality of games developed as part of larger projects co-funded by the European Union.Took ownership of full project lifecycle on select titles, from initial prototype to deployment.Collaborated with the art team to import, configure, and integrate 3D models, animations, and other visual assets into production-ready scenes.Optimised a Unity-based project for the University of Thessaly's Creative Technologies Learning Lab, achieving nearly 2x performance improvement.Mentored a junior programming intern, introducing best practices and guiding them through their first steps into game development.Provided Unity onboarding and workflow support to a graphic design intern, helping bridge the gap between visual design and implementation.	April 2021 – Present Porto, Portugal
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GILT - Games, Interaction and Learning Technologies Programmer https://gilt.isep.ipp.pt <ul style="list-style-type: none">Developed cross-platform games targeting PC, Mac, Linux, Android, and iOS.<ul style="list-style-type: none">Implemented core gameplay systems and mechanics based on design specs and iteration feedback.Translated abstract design concepts into implementable gameplay features and UI/UX interactions.Maintained and updated legacy projects to ensure compatibility with modern devices and platform compliance (Google Play Store, Apple App Store).	May 2017 – April 2021 Porto, Portugal
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Skills

Professional Experience

C#, Unity, Git, PlasticSCM, Visual Studio, Vuforia, Virtual Reality (VR), Augmented Reality (AR)

Additional Experience

C, C++, Java, Objective-C, JavaScript, HTML5, CSS, Android Studio, Xcode, Unreal Engine, MonoGame, libGDX, raylib, HLSL, MySQL, phpMyAdmin

Education

Instituto Superior de Engenharia do Porto Computer Engineering – Graphics Systems And Multimedia https://isep.ipp.pt	Master's Degree
Instituto Politécnico do Cávado e do Ave Digital Games Development Engineering https://ipca.pt	Bachelor's Degree

Publications

Developing Emotional Intelligence with a Game: The League of Emotions Learners Approach Santos, J.; Jesmin, T.; Martis, A.; Maunder, M.; Cruz, S.; Novo, C.; Schiff, H.; Bessa, P.; Costa, R.; Carvalho, C.V.d. https://doi.org/10.3390/computers10080097	August 2021
Creating Competitive Opponents for Serious Games through Dynamic Difficulty Adjustment Kristan, D.; Bessa, P.; Costa, R.; Vaz de Carvalho, C. https://doi.org/10.3390/info11030156	March 2020
Developing Entrepreneurship Skills with a Serious Game Vaz de Carvalho, C., Costa, R., Bessa, P., Monterrubio, L., Santos, J. https://doi.org/10.1007/978-3-030-22602-2_26	June 2019
LearnIt: A Serious Game to Support Study Methods in Engineering Education C. V. de Carvalho, P. Bessa, R. Costa, A. Barata and A. Costa https://doi.org/10.1109/EDUCON.2019.8725109	May 2019

Projects

GaGEN
A hidden object game that aims to teach about climate change through intergenerational play.
<https://virtual-campus.eu/gagen>
Tools: Unity, C# | Platforms: PC, Android, iOS, Web Browser

Snappy Witch
Side-scrolling game based on Flappy Bird.
<https://tamanegicode.itch.io/snappy-witch>
Tools: C++, raylib | Platforms: PC, Web Browser

FLER
Virtual escape room with the purpose of enhancing financial literacy among adults.
<https://flerproject.eu/game>
Tools: Unity, C# | Platforms: PC, Web Browser

NATURE
City builder aimed at teaching higher education students about management of natural resources and environmental sustainability.
<https://ctll.e-ce.uth.gr/index.php/nature>
Tools: Unity, C# | Platform: PC

XR Skills
Virtual Reality game designed for teachers and educators to improve stress management skills.
<https://xrskill.infoproject.eu>
Tools: Unity, C# | Platforms: PC, Meta Quest

270 Seconds
Augmented Reality app developed for an art presentation that explores the theme of brain death.
<https://github.com/ShenanigansInc/270-seconds>
Tools: Unity, Vuforia, C# | Platform: Android

DeStress
3D dialogue-based game about coping with stress at the workplace.
<https://destress.eu/en/outcome-2>
Tools: Unity, C# | Platforms: PC, macOS

LOEL - League of Emotions Learners
Game for children and young teenagers that focuses on developing emotional intelligence through varied minigames and gamified activities.
https://virtual-campus.eu/vc_product/loel
Tools: Unity, C# | Platforms: Android, iOS

Transform@
Board game centered around entrepreneurship in rural areas.
https://virtual-campus.eu/vc_product/transform
Tools: Unity, C# | Platforms: PC, Web Browser

LearnIt
Collection of brain-training minigames created for Instituto Superior de Engenharia do Porto students.
Tools: Unity, C# | Platforms: PC, Android, iOS

Project Snatcher
2D stealth game for Android devices.
<https://tamanegicode.itch.io/project-snatcher>
Tools: Java, libGDX, Android Studio | Platform: Android

Tanks!
3D tank battle game prototype.
<https://github.com/tamanegicode/tanks>
Tools: C#, MonoGame | Platform: PC

Certifications	December 2022
Certificate of Proficiency in English Cambridge Assessment English CEFR Level C2, Grade A (Score 225/230)	

Languages
Portuguese – Native
English – Full professional proficiency (C2 CEFR)
Others

Delivered introductory lectures on Unity game development for a master’s program at Instituto Superior de Engenharia do Porto, by faculty invitation.