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 master's in Computer Engineering and a bachelor's in Game Development, a combo that's given me both creative grounding and strong technical foundations. Contributed to 8 shipped titles, 5 of which I supported from concept to release. Open to global relocation for the right opportunity.

Experience

Virtual Campus Lda.   Porto, Portugal
Programmer   April 2021 – Present
https://virtual-campus.eu

- Developed cross-platform games targeting PC, Mac, Linux, Android, iOS, WebGL, and Meta Quest (VR) in an Agile environment.
  - Built and maintained core gameplay systems and functionality of video games.
  - 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.

Highlighted Project: GaGEN (PC, Mac, Android, iOS, WebBrowser)

- A hidden object game that aims to teach about climate change through intergenerational play.
- https://beacons.ai/gagenproject

GILT - Games, Interaction and Learning Technologies   Porto, Portugal
Programmer   May 2017 – April 2021
https://gilt.isep.ipp.pt

- Developed cross-platform games targeting PC, Mac, Linux, Android, and iOS.
  - Implemented core gameplay systems and mechanics.
  - 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).

Highlighted Project: LOEL - League of Emotions Learners (Android, iOS)

- Game for children and young teenagers that focuses on developing emotional intelligence through varied minigames and gamified activities.
- https://beacons.ai/loelapp

Technical Skills

Languages
C#, C, C++, Java, JavaScript, Objective-C

Game Engines & Frameworks
Unity, Unreal Engine, MonoGame, libGDX, raylib

XR & Graphics
Virtual Reality (VR), Augmented Reality (AR), Vuforia, HLSL

Tools & Development
Git, PlasticSCM, Visual Studio, Android Studio, Xcode

Education

Instituto Superior de Engenharia do Porto   Master's Degree
Computer Engineering – Graphics Systems And Multimedia

https://isep.ipp.pt

Instituto Politécnico do Cávado e do Ave   Bachelor's Degree
Digital Games Development Engineering

https://ipca.pt

Languages

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