

Rafael Ribeiro

up201806330@fe.up.pt • Github

Education

Faculdade Engenharia da Universidade Porto

PORTO, PORTUGAL

Master in Informatics and Computing Engineering

Since 2018

Focused on providing a solid base of scientific and engineering education, allowing the conception, specification, design and implementation of products, processes and services, based on computers, computations and information technologies

NeCGM - Núcleo Estudantil de Computação Gráfica e Multimédia

Since 2020

Dedicated to promoting collaboration among the game development student community, by organizing events like the [Game Dev Meet](#) and serving as a community hub in the district of Porto, being responsible for hosting the [Global Game Jam](#).

Projects

Flock Off

JAN '21

Short 3D action proof of concept game, where the player guides the lost sheep back home, developed in 48 hours days for the [Global Game Jam 2021](#), themed *Lost and Found*. Got featured in the [Game Dev PT Jam Game Showcase](#), among the best projects developed in Portuguese *Jam Sites.*, as well as in the [March 2021 Game Dev Meet](#) livestream.

- Managed a small team through all the steps of the jam, having been responsible for almost all the codebase. Implemented the player controller, the sheep's flock and avoid behaviour and designed 2 simple enemy types.
- Despite having a more polished vision of the final product, was able to compromise given the time and manpower restrictions we had. Also worth noting is the retake exam I would attend the following Monday, which greatly impacted morale.

A Esfinge

Nov '20

Short 3D art game, developed in 15 days for a multimedia competition organized by the [Fundação Nadir Afonso](#).

- Served as a way to dive deeper into shader creation, both "by hand" with HLSL and using Unity's *ShaderGraph* tool.
- Is the project I'm most proud of to this day, especially since it was being developed alongside 4 other school projects in a *less than optimal* work environment (pandemic and all).

PortoCityTransfers

MAR '20 – MAY '20

Console-based program to manage a shuttle company and its' various needs in mapping van routes, for the [Algorithm Design and Analysis's](#) final course project.

- First contact with algorithm techniques like *dynamic programming, probabilistic and stochastic algorithms, graph algorithms* and *shortest path algorithms*.
- Practiced problem formalization and organization on the making of the [report](#).

ASCII Valley

APR '20 – JUN '20

Reproduction of the indie RPG game **Stardew Valley**, built using *Java* in a text-only graphical library called *Lanterna*. It was developed in the context of the [Object Oriented Programming Laboratory](#) course.

- Learned to design and develop maintainable, "future-proof" software, through the use of design patterns.
 - Acquired the habit of following good practices in software development (iterative development, unit testing, debugging, refactoring and pair programming).
 - Exposed to concepts such as *unit testing, mutation testing* and *property based testing*, along with the importance of their use on a project.
-

Skills

Technical specialties: Software design and implementation in small groups. I am most fond of C#, *JavaScript* and C++ and am familiar with *Prolog*, C and *Python*. Enamored by game design and object oriented programming in general. Recently found interest in declarative programming. (Through these school projects: [here](#) and [here](#))

Natural languages: Portuguese (*mother tongue*), English (*full professional proficiency*) and Spanish (*limited working proficiency*).
