# Pedro Pereira

**Gameplay Programmer**

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## PROFILE

Programmer with 10+ years of experience working with Unity on the development of games and apps.

Independent, self-confident with solid academic knowledge in Computer Engineering.

Proven success in project management and software development.

Capable of combining the customer needs with business requirements to meet project deliverables.

Creative mind-set, with two published fantasy novels and several short stories.

## SKILLS

**Game Engines:**
- Unity, Roblox

**Programming Languages:**
- C#, Java, Typescript, Lua, JavaScript, C, SQL

**3D Software:**
- Autodesk 3ds Max and Blender

**2D Software:**
- Photoshop and Krita

**Scrum Software:**
- Click-Up, Jira, Trello

**Professional:**
- Creative thinking, decision making, problem-solving, teamwork, organization, storytelling.

## PROFESSIONAL EXPERIENCE

*January 2023 – April 2024*
**Gameplay Programmer**
The Gang, SA

During my time at the Gang, I worked as a gameplay programmer on the Research and Development department. Was responsible for creating **prototypes**, implementing **gameplay mechanics**, **game systems** and **AI for NPC and enemies**. As an integral part of the creative process, I worked closely with Game Designers, 3D Artists, Animators and Sound designers.

During this period, my work mostly focused on the following games:
- Escape Pirate Cove – Roblox
- Unannounced Horror Game – Roblox

*June 2019 – January 2023*
**Full Stack Developer**
Itech-On, Lda

Developed numerous web apps using **.NET** (**backend**) and **Aurelia** framework (**frontend**), mostly for the industrial clients. Most of the apps developed focused on product line management, picking processing or warehouse management.

Also designed and managed the databases associated to the developed apps with **SQL**.

*March 2014 – January 2023*
**Founder / Developer**
Wicked Cat Interactive, Lda

Developed and designed several apps and games using **Unity** and created some **3D assets** (**modelling**, **texturing**, and **scripting**) for the Unity Asset Store.

Conceptualized and developed the ARTIST (Augmented RealiTy and ImmerSion for Tourism) platform, that won the first place on Tourism Explorers 2018, an award given by the Tourism of Portugal.

Some of the main projects developed were:
- Animal Crash – PC/Android/iOS Game (currently in development) – Unity
- NewHandLab – Android/iOS App – Unity
- HordeCore – PC Game – Unity
- Discover Belmonte (ARTIST app) – Android/iOS App – Unity
- ARTIST Platform – Android/iOS App – Unity
- Start Madness – Android/iOS Game – Unity

*November 2012*

**Master in Computer Engineering**

University of Beira Interior,
Covilhã, Portugal

*July 2009*

**Bachelor in Computer Engineering**

University of Beira Interior,
Covilhã, Portugal

## LANGUAGES

- Portuguese (Native)
- English (Fluent)
- Spanish (Intermediate)

## AWARDS AND DISTINCTIONS

- Tourism Explorers 2018 – winner with the ARTIST platform.
- Microsoft Imagine Cup 2013 – national winner on the game design category.
- Microsoft Imagine Cup 2012 – top 10 worldwide on the game design category.
- Microsoft Imagine Cup 2011 – top 50 worldwide on the game design category.

*February 2014 - April 2017*

**Backend Developer**

Space & Earth Geodetic Analysis Laboratory (SEGAL/UBI)

Developed the **backend** API for the project EPOS (European Plate Observing System).

Worked on the design of the **database** and created several scripts for parsing files from geodetic stations and insert the data into the EPOS system.

*February 2012 - March 2014*

**Founder / Developer**

Inklusion Entertainment, Lda

Developed and designed several **apps** and **games** using **Unity**. Also worked as the main **game designer** and **3D artist** of the team.

Was responsible for managing several projects and managing the freelance artists that worked with the company.

Some of the main projects developed were:

- Kieran's Journey – PC Game – Unity
- Human Encyclopedia – Windows 8/Android/iOS App – Unity
- Appen – Android/iOS App – Unity
- Clean World – PC Game – XNA