RICARDO TEIXEIRA

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TECHNICAL SKILLS

Languages: C# (5 years), SQL

Software Experience: Windows 10, Visual Studio (2016-2020), Unity, JetBrains Rider, TCP, DB Browser

Physics Programming: Unity physics, Simulated Basic Physics, Basic Collisions

Gameplay Programming: Player controls (first person, third person), weapon systems, weapon customization, harpoon systems, parkour systems (2D and 3D), basic multiplayer TCP games (pang and battleship), gravity change, board games, inventory system, crafting system

Misc: Photoshop, Office Apps, Trello, HacknPlan

PREVIOUS PROJECT EXPERIENCE

Interactive Mirror (PC) 2020

Roles: Lead Programmer, Leader

Languages: C#

Misc: The project used Azure Kinect to detect the body movement and used an asset in the unity store to help getting the skeleton. The app can dress people as "Matrafonas" (people with exaggerated women clothes), take photos, randomize the clothing and has an easter egg where you can change the century so you would be dressed with clothes from the last century.

WORK EXPERIENCE

Freelance Programmer 2020, Modal Creativity

Roles: Lead programmer in the Interactive Mirror project.

QA 2019, Lionbridge Community

Roles: Test different games under NDA agreement

EDUCATION

High School: Informatics and Multimedia Technologies, Colégio de Gaia, Graduated in 2019

University: Bachelor's Degree in Development of Digital Game, IPMAIA, Graduating in 2022

MISCELLANEOUS

Favorite Games: Rocket League, Valorant, Infamous franchise, GTA vice city stories, Factorio, Just cause franchise, PUBG, Half life: Alyx

Interested Areas: VR development, PC/Console development

LINKS

Itch.io: https://naidio.itch.io/

LinkedIn: https://www.linkedin.com/in/ricardo-teixeira-1358b11bb/

GitHub: https://github.com/kika2001