

João Pedro Domingues da Rocha Marinheiro

Curriculum Vitae



About:

I'm a Software Developer with interests in the areas of computer graphics, game development, distributed systems and machine learning. Game Engines, C++ and obtaining the best performance out of the hardware are all passions of mine. I'm able to use a variety of technologies and languages and I'm always highly motivated to improve and learn more. I'm also a good team player that seeks to contribute with new ideas and approaches to solve problems and who aims to promote a good working environment.

Education:

- 2011-2016 **Master in Informatics and Computing Engineering**, *Faculdade de Engenharia da Universidade do Porto, average grade – 17.*
- 2015 **1 semester of the Master in Visual Computing**, *Technische Universität Wien.*

Experience:

- 2013-Present **Member of the Computer Graphics and Multimedia Student Group (NeCGM).**
As a member of the Computer Graphics Student Group I assist with organizing activities and workshops as well as with the development of projects within the group. I'm also an active organizer and promoter of the Game Developer Meets organized by the group.
- 2016-2018 **Gameplay Programmer at FABAMAQ.**
As a member of the Game Development team at FABAMAQ I worked on developing several features for the core game logic framework used in making FMQ's games. While working at this position I worked in several different fields including networking, rendering, storage and cash systems.
- 2018-Present **Game Engine Programmer at FABAMAQ.**
As a member of the Game Engine Architecture team at FABAMAQ I help develop the in-house engine used in developing the company's games. My responsibilities included among other things: tools development, rendering optimization, implementing engine features such as a prefab system and particle systems.

Certifications:

- 2015 **IELTS English Language Certificate – Level C1.**

Projects and Publications:

- 2015 **Demand-side Management in Power Grids – An Ant Colony Optimization Approach.**
Paper published in: 2015 IEEE 18th International Conference on Computational Science and Engineering (CSE).
- 2017 **A Generic Agent Architecture for Cooperative Multi-Agent Games.**
Paper to be published in: 2017 ICAART 9th International Conference on Agents and Artificial Intelligence (ICAART).
- 2012-Present **Hobby Game and Engine Development.**
I've developed several small 2D and 3D games in Allegro, Monogame and Unity as a learning experience, including participations in game jams such as Ludum Dare and the Global Game Jam. I also developed custom game engines in C# and C++.
- 2013-Present **GitHub and Bitbucket,** <https://github.com/jocamar>,
<https://bitbucket.org/jocamar>.
Set of projects, some personal and some built for school courses.

Skills

Operative Systems:	Linux, Windows.
Programming Languages:	C/C++, C#, Java, Javascript, Lua.
Web Technologies:	HTML5, CSS, jQuery, AngularJS, NodeJS.
Other Libraries/Frameworks:	Unity, Godot, Allegro, MonoGame, OpenGL, Voce, Express, ImGui, Jadex, OpenCV, OpenAL, Jade.
Database Systems:	SQLite3, PostgreSQL, SQL Server, Oracle SQL.
IDE:	Visual Studio, CLion, IntelliJ.
Methodologies:	Object-oriented Programming (OOP), Data-oriented Programming, Test-Driven Development (TTD), Design Patterns, UML, Agile, Scrum.
Other Tools:	Valgrind, Office, Photoshop, Paint.Net.

Languages:

Portuguese:	Native speaker.
English:	Full professional proficiency.

Contact:

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