

João Catarino

Portfolio <http://www.joaocatarino.com> • **LinkedIn** <http://www.linkedin.com/in/joaopcatarino>

Address Lisboa, Portugal • **E-mail** joापेिरacatarino@gmail.com

PROFILE

I'm a social and hard-working person passionate about video games and sports. Started developing video games more than a decade ago, I'm currently working as a freelance software developer. I'm an Augmented Reality enthusiast and I've been working with several AR technologies on the last 2 years.

EXPERIENCE

**July 2018 -
Freelance Software Developer**

March 2018 - July 2018, On Top Studios, IT People Group, Lisboa, Portugal
Software Developer

Worked on the first title of the new startup, Vodafone Rockout!, the official game of Rock In Rio-Lisboa 2018. Implemented the gameplay, UI and client side connection to the server of this augmented reality game made with Vuforia. Prototyped new ideias using Google ARCore and Apple ARKit for the next game.

March 2014 - October 2017, Bica Studios, Lisboa, Portugal
Software Developer

Worked on 6 published titles, mainly in the gameplay and artificial intelligence areas, but also creating the managers to run the game, implementing UI and handling user input, handling sound and music assets, creating game design tools, automation tools and test tools. I have also done release management and app store publishing on some of the games that I worked. During the last 2 years I worked with Augmented Reality technology like Apple ARKit, Google Tango, Microsoft Hololens and Vuforia. Implemented and tested new ideias, game concepts and game mechanics in several game prototypes.

March 2013 – August 2013, Prendinger Laboratory, NII, Tokyo, Japan
Intern Software Developer

Worked on iCO2 and Biosafety Lab, social simulations in 3D Virtual Worlds developed with Unity 3D for Facebook, iPad and Windows Kinect.

PUBLICATIONS **Intelligent biohazard training based on real-time task recognition**, ACM Transactions on Interactive Intelligent Systems, Vol. 6, Issue 3, 2016.10.

Portfolio <http://www.joaocatarino.com> • **LinkedIn** <http://www.linkedin.com/in/joaopcatarino>

Address Lisboa, Portugal • **E-mail** joापेिरacatarino@gmail.com

The Geometry Friends Game AI Competition, Proceedings of CIG'2015 — IEEE Conference on Computational Intelligence and Games, pp. 431-438, Tainan, Taiwan. August 2015. IEEE.

iCO2: a networked game for collecting eco-driving behavior data, IEEE Internet Computing, Special Issue on Networked Games, Vol. 18, No. 3, 2014.5/6, pp 28-35.

EDUCATION

MSc in Computer Science and Engineering - 2018

Thesis "Skill-based Progression Model for Smash Time."

Application Area Games and Simulation

Majors Multimedia Systems

Minors Intelligent Systems

Institution Instituto Superior Técnico, Universidade de Lisboa

BSc in Computer Science and Engineering - 2011

Institution Instituto Superior Técnico, Universidade de Lisboa

CERTIFICATES

International Summer School on iOS Game Development - 2012

Institution Escola Superior de Tecnologia e Gestão, Instituto Politécnico de Leiria

First Certificate in English - 2004

Institution University of Cambridge

WORKSHOPS

Fundamental Principles of Game Design Workshop - 2011

Institution UT Austin | Portugal – Ernest Adams, The Designer's Notebook

Character Design Workshop - 2011

Institution UT Austin | Portugal – Ernest Adams, The Designer's Notebook

SKILLS

SOCIAL

Good social and communication skills. Ability to adapt to new contexts, both personal and professional. I consider myself a creative person who likes to debate ideas and take part in brainstorming sessions. Good team work abilities, always trying to solve problems through dialogue and team cooperation. Ability to work in multidisciplinary teams. I like to travel and meet new people with different ways of thinking and being in life.

PROFESSIONAL

These are some of the technologies I have worked with, but apart from what I have used, I am able to quickly learn new technologies and programming languages.



LANGUAGE

Portuguese
Mother tongue

English
Independent User (B2)

Spanish
Basic User (A2)

**DRIVING
LICENSE**

A1, B

SPORTS

Scuba diving (Course P1 by the World Underwater Federation), skate and snowboard.

Take a look at my **portfolio** at <http://www.joaocatarino.com>

Feel free to contact me to start a new **collaboration** or **give me a job**.