

João Catarino

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

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

PROFILE

I'm a social and hard-working person passionate about video games, sports and nature, that started developing video games more than a decade ago. I am a technology enthusiast and I have worked with the first AR Glasses and AR Mobile technologies for 2 years. In 2018 I got interested in learning and trying something new and I am currently working on blockchain based games.

EXPERIENCE

July 2018 - Present, Phantasma Chain, Lisboa, Portugal

Senior Software Developer

Worked on the gameplay and UI of Nachomen, a turn based multiplayer game using a Neo smart contract as backend. Currently working on the gameplay, UI and Smart Contract implementation of Nachomen 2 (the sequel of Nachomen ported to the Phantasma Chain) running on a Phantasma Smart Contract. Automatic tests implementation for both games. Provide support for external development teams to integrate third party games/dApps on Phantasma Chain.

March 2018 - July 2018, On Top Studios, Lisboa, Portugal

Software Developer

Implemented the gameplay, UI and client connection to the server of the first title of the new startup, Vodafone Rockout!, the official game of Rock In Rio-Lisboa 2018 (Augmented Reality game made with Vuforia). Prototyped concepts using Google ARCore and Apple ARKit for new games.

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 ideas, 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.

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PUBLICATIONS **Procedural Progression Model for Smash Time**, IEEE Conference on Game (CoG) 2019: 1-8.

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

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.