

João Catarino

- **Portfolio** www.joaocatarino.com
- **LinkedIn** www.linkedin.com/in/joaopcatarino
- **Email** joapereiracatarino@gmail.com

PROFILE

Unity game developer and software engineer with eight years of experience in the videogame industry. I am dedicated and detail-oriented, focused on software development best practices to develop videogames that provide meaningful game user experiences. I have worked on computer, mobile, blockchain, AR, and VR videogames, some of which got featured in the digital marketplaces and received awards and nominations.

As a researcher, I have published articles in several conferences, scientific journals, and magazines of the IEEE and ACM scientific organizations.

EXPERIENCE

January 2022 - Present

Senior Game Developer, Warpfrog, France

- Blade & Sorcery - Medieval fantasy sandbox virtual reality game with physics-based combat and one of the top played VR games on PC and Quest, with one of the largest player and modding communities on the VR market.

March 2020 - September 2021

Lead Game Developer, Virtuleap, Lisbon, Portugal

- Enhance - Virtual Reality games: Software architecture; Rapid prototyping; Gameplay systems; VR SDKs integration (Oculus, Steam VR, HTC VIVE, HP Omnicept, Pico VR, XR Space); REST client; Amazon Kinesis client; Data collection systems; Unity Engine tools; Release management; Stores publishing (Oculus, Side Quest, Itch.io, HTC Viveport, Pico, Steam).

January 2020 - February 2020

Senior Game Developer, Virtuleap, Lisbon, Portugal

- Enhance - Virtual Reality games: Gameplay systems; Unity Engine tools.

July 2018 - December 2019

Senior Game Developer, Phantasma Chain & Lunar Labs, Lisbon, Portugal

- Nachomen - Wrestling multiplayer turn-based decentralized game, running on the Neo and Phantasma Blockchains (PC, Linux, and Android): Gameplay; User Interface; Smart Contract; Unit and integration tests.

- Development of the Phantasma Unity SDK for the integration of third-party games and dApps with the Phantasma Blockchain.

March 2018 - July 2018

Game Developer, On Top Studios, Lisbon, Portugal

- Vodafone Rockout! - Official Rock In Rio 2018 music festival's Augmented Reality game for iOS/Android: Gameplay; User Interface; REST client.

- Prototyping of new game concepts using Google ARCore and Apple ARKit.

March 2014 - October 2017

Game Developer, Bica Studios, Lisbon, Portugal

- Six published titles and client games, developed with Unity for PC (Windows, Mac), mobile (iOS, Android, Windows Phone), and AR platforms: Rapid prototyping; Gameplay systems; Artificial intelligence; AR SDKs integration (Apple ARKit, Google Tango, Microsoft HoloLens, and Vuforia); Game Design tools; Unit, integration, and UI tests; Release management; Stores publishing (App Store, Google Play, Microsoft Store).
- Supervision of game developer interns.

March 2013 – August 2013

Game Developer Intern, Prendinger Laboratory - National Institute of Informatics, Tokyo, Japan

- Serious games in 3D Virtual Worlds, developed with Unity, for Facebook, iPad, Windows Kinect, and The Cube touch screens:
 - iCO2: multiplayer online eco-driving game.
 - Biosafety Lab: training game in a high-security biological laboratory.

AWARDS & DISTINCTIONS

Enhance (VR) - Lead Game Developer, Virtuleap

- **Nominee - VR/AR for Healthcare** - Lava Virtual Awards, 2021
- **Selected - Ubisoft Entrepreneurs Lab** - Ubisoft, 2021
- **Accredited - Cognitive Assessment and Training** - STEM.org, 2021
- **2nd Place - Best 6DoF App** - WAVE Developer Awards, 2020
- **Nominee - Best Healthcare & Wellness Solution** - Auggie Awards, 2020

PuzzlAR: World Tour (AR - Mobile/HoloLens) - Game Developer, Bica Studios

- **Finalist - Best Game** - Auggie Awards, 2018
- **Featured - Made in Portugal** - App Store, 2018
- **Winner - Best Mobile AR Game** - Next Reality, 2017
- **Featured - Amazing AR Games** - App Store, 2017

Smash Time (Mobile) - Game Developer, Bica Studios

- **Featured - Made in Portugal** - App Store, 2018
- **Featured - Time Off, Game On** - App Store, 2017
- **Nominee - Game of the Year** - TIGA Games Industry Awards, 2016
- **2nd Place - Best Game** - Aptoide App Awards, 2016
- **Nominee - Best Casual Game** - TIGA Games Industry Awards, 2015
- **Featured - Essential Games** - Windows Phone Store, 2015

Smash IT! Adventures (Mobile) - Game Developer, Bica Studios

- **Nominee - Best Arcade Game Ever** - Best App Ever Awards, 2015
- **Nominee - Indie Prize** - Casual Connect 2015

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 (TiiS), 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 (IC), Special Issue on Networked Games, Vol. 18, No. 3, 2014.5/6, pp 28-35.

EDUCATION

MSc in Computer Science and Engineering - 2018, Instituto Superior Técnico, Lisbon, Portugal

Application Area: Games

Majors/Minors: Multimedia Systems/Intelligent Systems

BSc in Computer Science and Engineering - 2011, Instituto Superior Técnico, Lisbon, Portugal

CERTIFICATES

International Summer School on iOS Game Development - 2012, Politécnico de Leiria, Portugal

First Certificate in English - 2004, University of Cambridge, United Kingdom

WORKSHOPS

Fundamental Principles of Game Design Workshop - 2011, Ernest Adams

Character Design Workshop - 2011, Ernest Adams

SKILLS

SOCIAL

Ability to adapt to new contexts, both personal and professional. Good teamwork and communication skills to find solutions and solve problems. Experience working in multicultural and multidisciplinary teams.

PROFESSIONAL

Some of the technologies I have worked with:

- **Game Engines:** Unity, Ogre 3D, Game Maker
- **Libraries and Frameworks:** C#/.NET, OpenGL
- **VR:** Oculus, Steam VR, HTC VIVE, HP Omnicept, Pico, Valve Index, Windows Mixed Reality
- **AR:** Microsoft Hololens, Apple ARKit, Google ARCore, Google Tango, Vuforia
- **Blockchain:** Neo, Phantasma
- **Version Control:** Git, Sourcetree, Bitbucket

Apart from what I have worked with so far, I value my capability to learn and adopt new technologies and programming languages.

LANGUAGE

Portuguese
Native

English
Independent User (B2)

Spanish
Basic User (A2)