

Pedro Rainha

Portfolio - <https://pedro-rainha.com/>

EDUCATION

ITU COPENHAGEN

GAMES TECH MASTERS

2021-2023 | Copenhagen, Denmark

MIDDLESEX UNIVERSITY

BSC IN GAMES PROGRAMMING

Grad. 2020 | London, United Kingdom

LYCEE MICHEL LUCIUS

CAMBRIDGE A-LEVELS

Grad. May 2018 | Luxembourg,

Luxembourg

LINKS

LinkedIn: [pedro-rainha-7a2204176](https://www.linkedin.com/in/pedro-rainha-7a2204176)

Github: [MrAbnox](https://github.com/MrAbnox)

Portfolio: pedro-rainha.com

SKILLS

- C# • C++
- Unity Engine • Unreal Engine
- Godot Engine
- Blender
- Git • Git Bash • GitKraken
- CMake
- Fmod • Maschine • FL Studio
- HTML • CSS3 • JS
- Adobe Photoshop • Adobe Premiere

LANGUAGES

- Portuguese • French • English

EXPERIENCE

LIGHTBRICK STUDIO GAME PROGRAMMER STUDENT WORKER

September 2022 – August 2023 | Copenhagen, Denmark

- Student worker at Lightbrick studio. Using Unity, and doing Game/Level Design and gameplay programming. Working in Builder's Journey and an unannounced project.

ITU COPENHAGEN | TEACHER ASSISTANT GAMES STUDYLAB

January 2022 – July 2023 | Copenhagen, Denmark

- Assisting the Master of Games with being part of StudyLab. Organising events such as the ITU Playtest, Unity & OpenGL Workshops, guest talks, game jams and other events.

S.A.E. INSTITUTE | UNITY ASSISTANT TEACHER & AMBASSADOR

September 2018 – August 2020 | London, United Kingdom

- Assisted Games Professor with teaching Unity Engine to students in S.A.E institute London on a weekly basis. Helped with grading projects, and whatever help students required involving Unity Engine.

PROJECTS

DUNGEON GENERATOR 3D May 2020 – Present | Unity Asset Store

Procedurally Generated Dungeons Tool with efficient and customisable dungeons, based on a Final Major project. . Top-down Demo was also created to show the Procedural Dungeons, and includes a gameplay demo.

THE GREAT OAKS February 2022 - June 2022

A 2.5D platformer Co-op Game with a humorous tone based on the concept of caring.

FERALSITTERS September 2021 - December 2021

Up to four player absurd Local-couch Co-op game. In which players impersonate incompetent animal characters and cooperate to take care of a human baby.

CO-PIRATES January 2023 – June 2023 | Thesis

Co-Pirates is a 3-player local couch co-op game, where 3 pirates search the high seas in the quest for plunder!

CHAOS ENGINE September 2019 – March 2020

Basic C++ Engine made from scratch. Implementations include Normal/Parallax/Shadow mapping, Multiple Lights, OBJ model loading. Including Game Patterns such as Flyweight, state pattern, Double buffer, among other.

EGLO September 2021

First Place Winner of ITU Lego Game Jam x Unity, won Award for best Digital and Physical game. One player plays with the Eglo Physically and the other one plays digitally, fixing Eglo from the inside. Made under 36 hours.

INTERESTS

- Reading: GoodReads
- Game Jams, recently organised the GGJ at ITU
- Skateboarding and Swimming
- Playing Video-Games