

# Pedro Rainha

Twenty one year old graduate student.

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## EXPERIENCE

### **S.A.E. Institute, London**— *University Ambassador*

September 2019 - October 2020

Attended Open days, informed people about the courses of the University, more focused on the one studied. Other recruitments events were attended, and assisted helping first years with programming.

### **UNICEF, Luxembourg**— *Door to Door Marketing*

January 2018 - July 2018

Face to Face marketing, gathering funds for unicef.

### **HelloFresh, Luxembourg**— *Door to Door Marketing*

January 2018 - July 2018

Face to Face marketing, gathering advertising and selling subscriptions for HelloFresh.

### **Kultur Fabrik, Luxembourg** — *Reception & bar*

September 2016 - June 2018

In this job I both sold concert tickets, scanned tickets and at times worked at the bar serving beer and non-alcoholic beverages.

## EDUCATION

### **S.A.E. Institute, London** — *Bachelor Degree*

September 2018 - October 2020

Game development degree, focused on programming and developing video-games.

### **Michel Lucius, Luxembourg** — *A levels*

September 2014 - July 2018

A levels in Maths, Physics and Computer Science.

## SKILLS

IT skills

Maths Skills

Programming skills

Leadership & management skills

Communication skills

## LANGUAGES

Fluent in Portuguese, French and English. Currently learning Danish.

## Hobbies

Playing Video-Games

Making Video-Games

Game Jams

Skateboarding

Drawing

Playing Guitar

## Projects

### Chaos Engine, C++/OpenGL

September 2019 - March 2020

Basic C++ Engine made from scratch. Implementations include Normal/Parallax/shadow mapping, Multiple Lights, OBJ model loading. Some game patterns included are Flyweight, state pattern and Double buffer.

### FMP Procedural Dungeon Generator Tool, C#, Unity Engine

May 2020- September 2020

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

### Portfolio,

October 2020 - Actively working on it

Learned HTML,CSS and JS to create an online portfolio to display my work. Actively working on it, as more projects are added.

### Game Jams

Game jams were always done as a programmer, some pixel art was also done for some projects. Game jams were mostly done in groups, some however were soloed. Game jams include 3xWeekly Game Jam, 2xLudum Dare, GGJ, EGX Game Jam, Yogscast Game jam,

### University Projects

September 2018 - September 2020

University projects included networking chat application, networking game running. Unity games, maths programming focused game, OpenGL engine, Unreal Engine projects, and the final major project

## Programming Languages

C++

C#

HTML, CSS, JS

## APIs

SDL

SDL\_Net

OpenGL

Fmod

NodeJs

## Engines

Unity Engine

Unreal Engine

Godot

Handmade Engines