PEDRO SALDANHA

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EDUCATION

Instituto Superior Técnico (IST)   **Lisbon, Portugal**
Master Degree in Information Systems and Computer Engineering   Set 14 – Dec 18
- Master's thesis in communication networks applied to artificial characters in video games: 16/20

Bachelor's Degree in Information Systems and Computer Engineering   Set 09 – Jul 14
- Bachelor's Degree final grade: 14/20

First year in Bachelor's Degree in Mining and Geological Engineering   Set 08 – Jul 14

PROJECTS

Tap Tap Revolution   **Lisbon, Portugal**
Developer   Oct 18
- A simple game for android using Google Play Games Services for real time multiplayer connectivity, advertising with rewards, leaderboard system and achievements.
- https://play.google.com/store/apps/details?id=com.GreenSphereStudios.TapTapRevolution

Webpage   **Lisbon, Portugal**
Developer   *In Development*
- My personal webpage created mostly from scratch using material design UI from Google and currently being run on a raspberry PI hardware using an Apache Server and a SQL database using MariaDB.

Keyboard Hero   **Lisbon, Portugal**
Developer   *2016*
- A keyboard typing simulator for people who want to train typing faster on a keyboard and without mistakes. Allows for the creation on new training pieces of text that can be stored and loaded through an SQL database.

Game Jams   **Lisbon, Portugal**
Developer
- Between *Ludum Dare* and *Global Game Jam* competitions, I developed 10 fully functional games: **Shape Warp** (LD35), **Tappy Catapult** (LD36), **Factory** (LD37), **DreamWorld** (LD38), **The Last Wisp** (LD39), **Quest For Stars** (LD40), **Quest For Gold** (LD41), **Garry's Sacrifice** (LD43), **Space Junk** (GGJ17), **GeneBrawler** (GGJ18).
- Developed strong skills in time management, leadership, working in different teams and being able to solve a big amount of problems under pressure in a short period of time.

LANGUAGES AND TOOLS

- Languages: **Portuguese** (Native), **English** (Fluent) and **Spanish** (Initial- A1 language degree)
- Programming languages (proficient): C, C++, C#, Java, Javascript, PHP, python
- Programming languages (familiar): Assembly Language, LaTeX, MATLAB, Objective-C, Prolog, Scheme,
- Others Skills: HTML, CSS, JSON, OpenGL, GSLS, XML
- Tools (proficient): Unity Engine, MS Office (Word, Excel and PowerPoint), Microsoft Visual Studio, Slack, Github, Source Tree, Android Studio, Atom, Audacity, Blender, Paint.NET, Notepad++

ADDITIONAL INFORMATION

- Website: mordokay.com
- Github: https://github.com/Mordokay
- Participation on most major game jam competitions for the last 4 years.
- Created and programmed simple hardware gadgets using Arduino boards for playing music, reading NFC card and remote controlling LEDs using infrared technology.
- Strong understanding of the techniques used in the development of VR applications through the experience of creating apps for Samsung Gear VR and Google Cardboard.
- Strong skills in 3D modelling through the use of Blender.
- Strong understanding of the different stages of a computer graphics pipeline and 3D rendering.