Curriculum Vitae

Personal Information

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Nationality: Portuguese

Portfolio: https://davidcricardo.github.io/

Profile

- Committed and motivated to work and to learn
- Good teamwork skills
- Organized, punctual, and persistent

Professional History

Junior Software Developer | Bacalhau Games Studio [Jan. 2023 – Now[

- Working for clients:
  - Funcom [Feb. 2024 – Now[;
  - Straight4 Studios [Jan. 2023 – Jan. 2024];
- Tech.: C++; Unreal Engine 5; Perforce.

Professor | Etic Algarve [Oct. 2025 – Jul. 2026]

- Teaching and supporting students regarding Unreal Engine basis.

Projects (latest on top - removed everything before 2020)

- **Dune Awakening** – Junior Software Developer - Essentially with a major focus at UI/UX features, including menu flows, widget animations, etc. Helping with code on gameplay features.
- **Speedy Runner** – Mini Game fully developed by me on Unreal Engine. Currently in development. Simple game containing an online database to store and to display the ranking in game.
- **Raven Landscape** – Mini Game fully developed by me on Unreal Engine (Blueprint). Released on Halloween [2022].
- **InventorySystemCpp** – Personal project fully developed in C++, using Unreal Engine. [2022]
- **Kan Samurai** – Developed using Unreal Engine and Paragon/Infinity Blade assets. [2020-2021]
- **Asteroids Clone** - Game developed on Unreal Engine (essentially C++) in 7 days. Art sourced from Marketplace; the code was fully developed by me. Objective: survive as long as possible and to destroy asteroids to get points. [2020]

Academic History

Post-Graduation in Methodologies and Techniques in Research Projects | UAlg | [Jan. 2022 - Sept. 2022]

- NILMforIHEM - Non-Invasive Load Monitoring applied to Intelligent Home Energy Management

Master's Degree in informatics engineering | UAlg | [2019-2021]

- Developed and implemented an Artificial Intelligence Social Architecture in the video game Mount&BladeII: Bannerlord to increase NPC Believability and User Experience.
  - Main technologies:
    - .Net version 4.7.2;
    - Using C# decompilers to get access to the original source code;
    - Extending behaviors with custom classes and algorithms;
    - Json for a more data driven approach; enables easier data modifications.
- Security Camera – Leveraging the mobile's camera to record and check if there is something or someone, increasing the security for that place. If there is any significant change, the program will send messages that there is something wrong.
  - Main technologies:
    - Developed using MATLAB;
    - Algorithm has as parameters the difference between images for motion detection;

First Degree in Computer Science | ISTEC | 2016-2019

- Most Relevant Project: Two Factor Authentication
  This Project was the final project done and presented in the last year of bachelor's degree. Had as topic the activation of Authentication Two Factor. To enable the Authentication Two Factor, it is required to create an account on the website, to install the app on the smartphone, and to proceed with the confirmation to activate the 2FA. Then, for the user login into the website's account , it is necessary to enter the password account and to activate the 2FA on the smartphone.
  Techs used:
    - C#, using Xamarin, to develop the mobile App;
    - PHP to make the connection between the App and the server/website; Also used when making the website to register and enable the 2FA.
- Learned core concepts in development, focused on C#, C++, PHP.
- Learned core concepts of working with databases: SQL, MySQL.