João Godinho

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PROFILE

Game Designer and Programmer with a strong academic background in Computer Science. Skilled in designing and implementing gameplay systems using Unity and Unreal Engine. Experienced in C#, C++, and building immersive mechanics, tools, and technical solutions. Passionate about combining creative design with efficient coding practices to craft engaging, polished gameplay experiences.

PROFESSIONAL EXPERIENCE

Unity Game Developer (Non-Profit Charity Volunteer Role)   *Games For Love | Remote*   **Apr 2025 - Ongoing**
• Contributing to design and gameplay programming of game features in Unity.
• Collaborating with designers to prototype systems that enhance player interaction.

Student Researcher (with Scholarship)   *LASIGE | Lisbon, Portugal*   **Nov 2022 - Jun 2024**
• Researched player interaction and accessibility in game design.
• Contributed to a paper accepted at CHI 2024, involving game evaluation and systems understanding.

PROJECTS

Shared Gameplay Loops - Master Dissertation Link: Degined and eveloped 3 interconnected asymmetric games demonstrating Shared Gameplay Loops in Unity. Included a tower defense (shared role), a farming sim, and a slasher-style action game. Emphasis on systems that adapt across drastically different mechanics and connecting independent game loops.

Mixed Ability Asymmetric Multiplayer Game Link: Designed a two-player experience where one uses a phone and the other a controller with no visuals, guided only by 3D audio in Unity. Focus on accessibility, intuitive feedback, player cooperation and goal-oriented tasks.

Man In Red - 2D side scroller platform with a twist Link: Designed and developed a 2D game where each time you die you get further back in the level and where you start at around the halfway point. Returning to your corpse grants a randomized power-up with a buff and a debuff. Includes multi-directional platforming and a boss encounter.

SickWorld Board Game Link: Designed a 1v1 strategic board game with card-driven zone control. Players compete to save or destroy a post-apocalyptic world.

PUBLICATIONS

"A Living Framework for Understanding Cooperative Games" (CHI '24). [doi](doi): Co-author, focused on classification and interaction models in cooperative gameplay.

EDUCATION

M.Sc. in Computer Science *Faculdade de Ciências da Universidade de Lisboa | Lisbon, Portugal* **Sep 2021 - Dec 2024**
• Focus on Games and Virtual Spaces.
• **Coursework:** Game Development and Design, Mobile Computing, User Experience, Interaction Techniques, Visual Computing Fundamentals, 3D Modelling and Animation.

B.Sc. in Computer Science *Faculdade de Ciências da Universidade de Lisboa | Lisbon, Portugal* **Sep 2018 - Aug 2021**
• **Coursework:** Object Oriented Programming, Human-Machine Interfaces, Artificial Intelligence, Computer Graphics, Data Science, Linear Algebra, Information Systems, Computer Networks, Operating Systems, Distributed Systems and Software Systems Construction.

SKILLS

Game Design: Gameplay Mechanics • Level Design • Documentation • Systemic Design • Accessibility Design
Technical: Unity • C# • Git • Visual Studio • Android Studio • SQL (basic) • Blender • Figma • C++ • Java • Python
Language Proficiency: Portuguese - **Native** • English - **Work Proficient (C1 Cambridge)** • Spanish - **Elementary**