



João Cadete Nunes Godinho

📍 **Home** : Rua Amália Rodrigues, 10, R/C Esquerdo, 2770-206, Paço De Arcos, Portugal

✉ **Email**: jgodinho111@gmail.com 📞 **Phone**: (+351) 918057798

🌐 **Website**: <https://joao-godinho-portfolio.vercel.app>

🌐 **LinkedIn**: <https://www.linkedin.com/in/joão-godinho-6a01b4217/>

Gender: Male **Date of birth**: 15/09/2000 **Nationality**: Portuguese

ABOUT ME

I'm a recent Computer Science Msc graduate. I am a driven programmer excited to bring ideas to life from concept to reality. My passion is game making, 3D modelling and virtual experiences.

EDUCATION AND TRAINING

[02/09/2021 – 10/12/2024]

Master Degree in Computer Science

Faculdade de Ciências da Universidade de Lisboa <https://ciencias.ulisboa.pt/>

Address: Campo Grande 016, 1749-016, Lisboa, Portugal | | **Final grade**: 18 | **Type of credits**: ECTS | **Number of credits**: 120 | **Thesis**: Shared Gameplay Loops

I was a student in Computer Science at Faculdade de Ciências da Universidade de Lisboa with a major in "Games and Virtual Spaces" and a minor in "Human-Computer Interaction". During my time, I developed three game modules for my thesis called "Shared Gameplay Loops", as well as other projects in the gaming field, including a prototype game for mixed-ability users. I completed the degree with a final score of 18.

[26/09/2018 – 08/2021]

Bachelor Degree in Computer Science

Faculdade de Ciências da Universidade de Lisboa <https://ciencias.ulisboa.pt/>

Address: Campo Grande 016, 1749-016, Lisboa, Portugal | | **Final grade**: 14 | **Type of credits**: ECTS | **Number of credits**: 180

Throughout this three year period, I studied various fields in computer science and discovered my liking for Human - Computer Interaction and 3D Modelling (through Blender in the Computer Graphics course). I completed the degree with a final score of 14.

[09/2009 – 08/2016]

First Certificate in English by the University of Cambridge

Instituto de Línguas de Oeiras

City: Oeiras | **Country**: Portugal |

I was always interested in English, so I formally decided to start learning it at the age of 9. I completed my First Certificate in English when I was 15 with a score of 182 (A), which corresponds to the level C1 of English.

DIGITAL SKILLS

My Digital Skills

General Skills

Programming Languages (Java, C, HTML5) | User Experience & User Interfaces | Game Development Software (Blender, Unity) | Android Application Development (Android Studio)

Learning and Work Competence

Good communication and teamwork skills | I like new challenges and I am eager to learn new things

LANGUAGE SKILLS

Mother tongue(s): Portuguese

Other language(s):

English

LISTENING C1 READING C1 WRITING C1

SPOKEN PRODUCTION C1 SPOKEN INTERACTION C1

Spanish

LISTENING B1 READING B1 WRITING A2

SPOKEN PRODUCTION B1 SPOKEN INTERACTION B1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

PUBLICATIONS

- [2024] **Pedro Pais, David Gonçalves, Daniel Reis, João Godinho, João Morais, Manuel Piçarra, Pedro Trindade, Dmitry Alexandrovsky, Kathrin Gerling, João Guerreiro, and André Rodrigues. 2024. "A Living Framework for Understanding Cooperative Games". In Proceedings of the CHI Conference on Human Factors in Computing Systems (CHI '24), May 11–16, 2024, Honolulu, HI, USA. ACM, New York, NY, USA, 17 pages. <https://doi.org/10.1145/3613904.3641953>**

I was a collaborator on a Core A* scientific research paper accepted to CHI'24. part of my contribution for the Plug n' Play project. My contribution included the evaluation of several games (over 12), their classification, discussions about them with an approximate duration of 12 hours, and an initial section of the initial draft, in the context of creating the Framework for Cooperative Games.

Link: <https://doi.org/10.1145/3613904.3641953>

SCHOLARSHIPS

- [20/10/2023 – 19/06/2024] **Bolsa de investigação BI para Estudantes de Mestrado**

This scholarship was awarded by the FCT as part of the project "Plug n' Play: Explorando Assimetria e Modularidade no Design de Jogos Inclusivos".

- [04/05/2023 – 04/10/2023] **Bolsa de investigação BI para Estudantes de Mestrado**

Since May I was awarded a scholarship for being part of the project "Plug n' Play: Explorando Assimetria e Modularidade no Design de Jogos Inclusivos". This was given by FCT.

- [03/11/2022 – 17/03/2023] **Bolsa Investigação para estudante de Mestrado (BI)**

I was awarded a scholarship for my Master degree by FCT.

PROJECTS

- [02/2023 – 04/2024] **Three Master Dissertation Games**

For my master dissertation I developed 3 separate games using Unity and More Mountains' Top Down Engine, linked together through Firebase (Realtime Database, also uses Authentication), as a practical example showcasing Shared Gameplay Loops.

I developed a 2-player highly asymmetric game, with shared features across the game roles. The game types created for the roles were a Tower Defense game (shared game role), a Farming game and a Slasher game (for the individual game roles).

For more information check my portfolio website or the link below. In addition there is a link to a video showcasing the games and their features.

Links: <https://joao-godinho-portfolio.vercel.app/blog/thesis> | <https://youtu.be/-SY9IkaTQQg>

- [01/2023 – 12/2024] **Plug n' Play: Explorando Assimetria e Modularidade no Design de Jogos Inclusivos**

Since January 2023 I was a collaborator on the project "Plug n' Play: Explorando Assimetria e Modularidade no Design de Jogos Inclusivos".

- [04/2022 – 07/2022] **Mixed Ability Asymmetric Multiplayer Game (For my Master's Degree Advanced Interaction Techniques Course)**

Group project of a top down two player co-op game, where one player plays using only a phone and the other using only a headset and a controller.

A link to the game video can be seen below.

Link: <https://jgodinho.itch.io/mixed-ability-2-player-androidcontroller-game>

- [12/2021 – 01/2022] **Man In Red - 2D side scroller platform with a twist (For my Master's Degree Game Design and Development Course)**
- Group project created using Unity for the Game Design and Development Computer Science Master course 2021/22.
- This 2D game was the first game I worked on. The concept was a game where each time you die you get further back in the level and where you start at around the halfway point. When going back to your dead body you can pick a power up and they consist of positive and negative conditions (buffs/debuffs). The goal is to reach the end. Levels are both horizontal and vertical in nature, and a Boss fight exists at the end of the third level. The playable version can be found in the link below.
- Link:** <https://jgodinho.itch.io/man-in-red>
- [04/2022 – 06/2022] **Tróia 3D - Playable Historical Location Recreation (For my Master's Degree Animation and Virtual Environments Course)**
- Group project of a fully realised 3D demo of roman Tróia, Portugal, including a historical tour in both English and Portuguese.
- Full version available for download in the link below.
- Link:** <https://jgodinho.itch.io/troia-3d>
- [09/2021 – 11/2021] **SickWorld Board Game (For my Master's Degree Game Design and Development Course)**
- Group project consisting of board game conceptualisation and implementation for the Game Design and Development Computer Science Master course 2021/22.
- In Depth Game Explanation and Design Process found within the game page.
- Link:** <https://jgodinho.itch.io/sick-world-board-game>
- [04/2022 – 07/2022] **IMPDb, the Internet Movie Phone Database (For my Master's Degree Multimedia Course)**
- Group Project where we created a website which showed specific phone appearances in films, the clips in which they appeared in, the studios responsible for each film, as well as their locations on a map, as well as other features (albeit with limited phone/film/studio examples).
- A demo video with all additional information can be found below, including a link to the app.
- Link:** <https://www.youtube.com/watch?v=k0dkNsD-Ub4>
- [10/2021 – 01/2022] **Taskill (For my Master's Degree Mobile Computing Course)**
- Group project which consisted in a functional service renting app.
- Demo video below. For more information check out my portfolio website.
- Link:** <https://www.youtube.com/watch?v=GPglwPUqHQ>
- [09/2021 – 11/2021] **Paint App - First use of Android Studio (For my Master's Degree Mobile Computing Course)**
- Individual project created for the Mobile Computing Computer Science Master course 2021/22. For more information check out my portfolio website.
- Link:** https://www.youtube.com/watch?v=GzemganM_Ec
- [09/2021 – 11/2021] **SONAAR Interface Conceptual Design for Visually Impaired People (For my Master's Degree UX Course)**
- Group project created for the User Experience Computer Science Master course 2021/22.

The final step of the project's process (Detailed Design) which consisted of a Design Comp created using Figma can be seen in the link below.

Previous steps consisted of Scope, Personas, Evaluation Report, Conceptual Design and Intermediate Design.

Links: <https://www.youtube.com/watch?v=uQefCXQR15I> | <https://www.figma.com/design/f5GtWARY8hLsQOwUnhdmVa/Desktop-Layout>

[09/2020 – 11/2020]

Praça Do Comércio, Lisboa in Blender (For my Bachelor's Degree Computer Graphics Course)

A 3D blender model of Praça do Comércio created for the Computer Graphics Computer Science Bachelor's course 2020/21.

Link: <https://www.youtube.com/watch?v=UFAAwEVqkA4>

CONFERENCES AND SEMINARS

[11/04/2023 – 14/04/2023]

Foundations of Digital Games 2023 (FDG'23) Digital Attendance

I had the pleasure to attend FDG'23 in Portugal in 2023.

Link: <http://fdg2023.org/>

HOBBIES AND INTERESTS

Making and Editing Youtube Videos

I created a Youtube Channel in 2012 (when I was 12 years old) which I kept active until 2017. Since then I've just sporadically shared some videos, mostly pertaining to University projects or games I like.

The following video was created for the Computer Graphics course during my Bachelor's degree in Computer Science at FCUL:

Link: <https://www.youtube.com/watch?v=UFAAwEVqkA4>

Creating and Playing Video Games

Playing games is something I have done throughout most of my life. More recently, creating games has become a clear passion and I wish to work in this field. To that end I've tailored and developed appropriate skills within my Computer Science Master Degree.