

João Godinho

📞 (+351) 918 057 798

📁 [Portfolio](#)

🎮 [Itch.io](#)

in [LinkedIn](#)

✉️ jgodinho111@gmail.com

PROFESSIONAL EXPERIENCE

Student Researcher (with Scholarship)

LASIGE | Lisbon, Portugal

Nov 2022 - Jun 2024

- Took part in the "Plug n' Play: Explorando Assimetria e Modularidade no Design de Jogos Inclusivos" project.
- Contributed to research papers, evaluating outside of my Master Dissertation, alongside my the Dissertation.

PROJECTS

Shared Gameplay Loops - Master Dissertation [Link](#): I developed 3 separate games, 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 about any project check my portfolio.

Mixed Ability Asymmetric Multiplayer Game [Link](#): Created a top-down two-player co-op game, where one player plays using only a phone and the other uses only a headset and a controller without visual aids, using 3D audio.

Man In Red - 2D side scroller platform with a twist [Link](#): Designed and developed a 2D game where a game where each time you die you get further back in the level and where you start at around the halfway point. When returning to your dead body, you can pick a power-up with 1 buff and debuff. The goal is to reach the end. Levels are both horizontal and vertical, and a Boss fight exists at the end of the third level.

Tróia 3D - Playable Historical Location Recreation [Link](#): Created a fully realised 3D playable demo of Roman Tróia, Portugal, including a historical tour in both English and Portuguese.

SickWorld Board Game [Link](#): Designed a 1v1 card game with zone control with tokens and a map, where players either save or destroy the world.

PUBLICATIONS

“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 this Core A* scientific research paper accepted to CHI'24. Part of my contribution to 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.

EDUCATION

M.Sc. in Computer Science *Faculdade de Ciências da Universidade de Lisboa | Lisbon, Portugal* **Sep 2021 - Dec 2024**

- Majored in 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

Programming Languages: Java - **Proficient** • C# - **Proficient** • HTML5 - **Intermediate** • C++ - **Elementary** • Python - **Elementary**

Frameworks: Angular • Node

Software Expertise: Unity • Blender • Android Studio • Visual Studio Code • Figma • GitHub/Gitlab • Microsoft 365

Language Proficiency: Portuguese - **Native** • English - **Work Proficient (C1 Cambridge)** • Spanish - **Elementary**