

Pedro Rainha

Game Developer



Contact

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About

Gameplay Programmer that focuses on Unity Engine, C# and C++. 1 year professional experience. Helped teaching & giving workshops and still very active in the games industry. Organizer of Nordic Game Jam and previously GGJ.

Experience

🕒 Game Developer 2022 - 2023

Light Brick Studio

Unannounced co-op game

- Worked in a team of more or less 12 on an unannounced co-op project using Unity Engine and C#. I focused on helping with game/level design and programming.
- Helped programming AI and what we called life in the game, physical interactions between the players and NPCs. All these interactions were based on physics. Helped programming puzzles and tools as things came up.
- Worked closely with other team members to ensure the right vision for levels, helped with making sure mechanics were taught using four step level design and making sure players understood them, while providing challenges and twists.

Lego Builder's Journey

- Helped developing early AR prototypes for Builder Journey's update to figure out its feasibility. Updated versions, worked and built for iOS.

🕒 Teacher Assistant - 2021 - 2023

IT University Copenhagen

Gave Unity workshop, organized studio visits and helped students.

🕒 Teacher Assistant - 2019 - 2020

SAE Institute

Assisted teaching first year students using C++, C#, Unity and Unreal Engine.

Education

⦿ **Msc Games - 2021 - 2023**

IT University Copenhagen

Tech Track Student, worked in various projects and improved/Learned:

- C#, C++, OpenGL, AI programming, Unity Engine skills
- Collaboration skills and Git
- Tool and Gameplay programming

⦿ **BSc Game Development - 2021 - 2023**

Middlesex London

Learned programming, Game Design. Focused on:

- C++, OpenGL, Maths
- Unity Engine, Tool Development, Gameplay programming, Git
- Made my own C++ Engine

⦿ **A Levels | CS, Math & Physics**

Lycee Michel Lucius Luxembourg

2014 - 2021

Languages

- **Portuguese & English** - Fluent
- **French** - Advanced
- **Luxembourgish** - Basic
- **German** - Basic
- **Spanish** - Basic
- **Danish** - Basic (enrolled in classes)

Skills

- C++, C#, Unreal/Unity Engine
- Game & Level Design
- Producing
- Git, Adobe Suite, Figma

Volunteering

Program Organizer

Nordic Game Jam 2023- current

Part of the Nordic Game Jam team, organizing the program for the jam and many jam related stuff.

Hobbies

Things I do on my free time:

- Play Games
- Watch movies
- Read
- Anime & Manga
- Skateboard
- Draw & Painting
- Old WoW Guild Master & Raid Leader

Projects

Co-Pirates - 2023 - current

Co-op Roguelike couch co-op game 2-4 players. Currently applying for funding, working on steam alpha release with two other people. Things I do:

- Producer
- Game/Level Designer and programmer

Dungeon Generator - 2021 - current

Unity Asset Store - 4k+ downloads

Currently remaking the tool for a 2.0 release. Fixing some important bugs, performance improvements, new algorithms and new U.I using U.I. Toolkit. Preparing for a premium/freemium release.