

# Pedro Bessa

Software Engineer

Porto, Portugal | [pedrobessa.dev](https://pedrobessa.dev) | [linkedin.com/in/pedrofnbessa/](https://linkedin.com/in/pedrofnbessa/) | [github.com/tamanegicode](https://github.com/tamanegicode)

## Summary

Software Engineer with 5+ years of professional experience developing cross-platform applications, primarily in game development using Unity and C#. I hold a master's in Computer Engineering and a bachelor's in Game Development, a combo that's given me both creative grounding and strong technical foundations. Contributed to 8 shipped titles, 5 of which I supported from concept to release. Open to global relocation for the right opportunity.

## Experience

### Virtual Campus Lda.

Programmer

<https://virtual-campus.eu>

Porto, Portugal  
April 2021 – Present

- Developed cross-platform games targeting PC, Mac, Linux, Android, iOS, WebGL, and Meta Quest (VR) in an Agile environment.
  - Built and maintained core gameplay systems and functionality of video games.
  - Took ownership of full project lifecycle on select titles, from initial prototype to deployment.
  - Collaborated with the art team to import, configure, and integrate 3D models, animations, and other visual assets into production-ready scenes.
- Optimised a Unity-based project for the University of Thessaly's Creative Technologies Learning Lab, achieving nearly 2x performance improvement.
- Mentored a junior programming intern, introducing best practices and guiding them through their first steps into game development.
- Provided Unity onboarding and workflow support to a graphic design intern, helping bridge the gap between visual design and implementation.

Highlighted Project: GaGEN (PC, Mac, Android, iOS, Web Browser)

- A hidden object game that aims to teach about climate change through intergenerational play.
- <https://beacons.ai/gagenproject>

### GILT - Games, Interaction and Learning Technologies

Programmer

<https://gilt.isep.ipp.pt>

Porto, Portugal  
May 2017 – April 2021

- Developed cross-platform games targeting PC, Mac, Linux, Android, and iOS.
  - Implemented core gameplay systems and mechanics.
  - Translated abstract design concepts into implementable gameplay features and UI/UX interactions.
- Maintained and updated legacy projects to ensure compatibility with modern devices and platform compliance (Google Play Store, Apple App Store).

Highlighted Project: LOEL - League of Emotions Learners (Android, iOS)

- Game for children and young teenagers that focuses on developing emotional intelligence through varied minigames and gamified activities.
- <https://beacons.ai/loelapp>

## Technical Skills

### Languages

C#, C, C++, Java, JavaScript, Objective-C

### Game Engines & Frameworks

Unity, Unreal Engine, MonoGame, libGDX, raylib

### XR & Graphics

Virtual Reality (VR), Augmented Reality (AR), Vuforia, HLSL

### Tools & Development

Git, PlasticSCM, Visual Studio, Android Studio, Xcode

## Education

### Instituto Superior de Engenharia do Porto

Computer Engineering – Graphics Systems And Multimedia

Master's Degree

<https://isep.ipp.pt>

### Instituto Politécnico do Cávado e do Ave

Digital Games Development Engineering

Bachelor's Degree

<https://ipca.pt>

## Languages

Portuguese – Native

English – Full professional proficiency (C2 CEFR)