Pedro Lopes Neves

Game Developer & 3D/Technical Artist

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- ☎ +351 939 012 675
- 📍 Póvoa de Varzim, Porto
- 🔗 Portfolio
- 🎮 Trash Pandas Studios

👤 PROFILE

Versatile Game Developer and 3D/Technical Artist experienced in programming, animation, VR, and interactive systems. Fast learner, curious, and driven to tackle creative and technical challenges.

🌐 LANGUAGES

Portuguese — Native/Bilingual

French — Native/Bilingual

English — Fluent

🔧 SOFTWARE

| Software	
Unity Engine	▰▰▰▰▰▰▱
C#	▰▰▰▰▰▰▱
Adobe Photoshop	▰▰▰▰▰▰▱
Premiere Pro	▰▰▰▰▰▰▱
Autodesk Maya	▰▰▰▰▰▰▱
Blender	▰▰▰▰▰▱▱
ZBrush	▰▰▰▰▰▱▱

📇 CERTIFICATES

- 1st Place - MAD GameJam 2025
- 2nd Place - KendirJam 2024
- 3rd Place - MAD GameJam 2024
- Best Student Certificate - ESMAD, CTeSP of Game Design and Digital Animation, 2022

💼 EXPERIENCE

Internship - Kendir Studios ⎘
Development of Educational Video Games (C#)
March 2025 – June 2025
- Built 20+ interactive activities across 3 distinct projects (2D and 3D).
- Worked within complex architecture of the projects, following directives of good practice and protocols of the studio.
- Tested, reported, and fixed bugs across projects.
- Collaborated with developers, designers, and educators.
- Used Git for version control in a collaborative workflow.

Internship - FEUP ⎘
"Dante's Descent", Art Director & General Artist
April 2022 – July 2022
- Led the artistic vision and pitched concepts to the team.
- Collaborated with developers to ensure visuals supported gameplay mechanics.
- Owned the entire visual pipeline: concept art, 3D modeling, rigging, animation, shaders, VFX, and graphic design.

🧩 HIGHLIGHTED PROJECTS

Sweet Stakes (Brackeys Jam 2025) - 3D Roguelite ⎘
Developer/Programmer
- Developed a complete game in just one week.
- Implemented flexible and scalable weapon systems, upgrades, and random events (roulette, card selection).
- Optimized the game for browser execution via WebGL.

The Night Shift (MAD Game Jam 2025) - 3D Local Co-Op
Team Lead, Developer & Technical Artist
- Engineered local Co-Op split-screen systems, including spatial sound handling and 3D space-based 2D Sprites.
- Developed enemy AI with distinct behavioral patterns.
- Created custom shaders, particle systems, and post-processing setups for enhanced atmosphere.
- Optimized the project for WebGL deployment and refined visuals post-jam.

Crushed Dreams (2024) - VR Experience ⎘
Director, Developer & Technical Artist
- Built a real-time VR painting system, including reference-image comparison for automated evaluation.
- Designed immersive gameplay around creative pressure and automation themes.

🎓 EDUCATION

Bachelor's Degree in Multimedia
ESMAD, Polytechnic Institute of Porto ⎘
2022 – 2025

Professional Technical Diploma, Game Design and Digital Animation
ESMAD, Polytechnic Institute of Porto ⎘
2020 – 2022