



Ricardo Rodrigues

GAME DEVELOPER

ABOUT

Friend to great people.

Ph.D. candidate at Técnico Lisboa, and AI Engineer at Mr. Kite.

Game developer. Passionate about games, playing them, and building them.

CONTACT



+351-916686031



ricardo@colorcrow.me



www.colorcrow.me



Rua Dom João V, 202,
2650-306 Amadora

EXPERTISE

Emotional AI	★★★★★
Game Dev	★★★★★
Web Development	★★★★★
C++	★★★★★
Leadership	★★★★★
Communication	★★★★★

EXPERIENCE

● Mr. Kite

2023 - Current

Unreal Generalist and AI Engineer

My work entailed general game development using the Unreal Engine with a focus on C++ to create tools for game design. The job also focused on developing Artificial Intelligence (AI) agents to interact naturally with players.

● Instituto Superior Técnico

2018 - 2023

Teaching Assistant in Game Courses

I taught multiple courses in the Master's Degree in Computer Science and Engineering, including **Computer Graphics for Games**, **Game Design**, and **Game Development Methodology**.

● GameDev Técnico

2019 - 2023

Coordinator & Game Developer

I was the infrastructure coordinator and led several game-related projects in this student group.

● LabLogos of Técnico Lisboa

2017 - 2020

Coordinator

I coordinated this student group. Managing people, inventory, and organizing the group's events.

EDUCATION

● Instituto Superior Técnico & INESC-ID

2017 - 2023 (in closing)

PhD in Computer Science and Engineering

Exploration of the field of Emotional Artificial Intelligence, also delving into Computer Graphics, Research methods, and Teaching Skills.

2011 - 2016

Bsc and MSc in Computer Science and Engineering

Specialization in Game Development and Intelligent Systems.



Ricardo Rodrigues

GAME DEVELOPER

OTHER PROJECTS

Sopa para Todos [↗](#)

2021 - Current

A movement with the purpose of helping fight hunger and re-launch the catering business in Portugal. I was a founding member and tasked with developing the map that contain information on the available businesses and the upkeep of servers and email infrastructure.

Web Dev [↗](#)

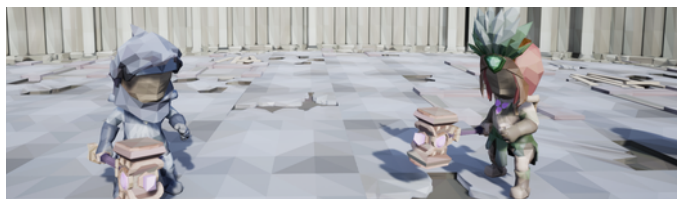
2016 - 2023

I delved into web development on multiple occasions. At [t_insight](#), I was a full stack developer for multiple projects, working professionally for 1 year. At [LabJogos](#) and [Sopa para Todos](#), I was a main contributor the each corresponding website.

Public Projects

To see all my public projects visit my GitHub at [@RicardoEPRodrigues](#).

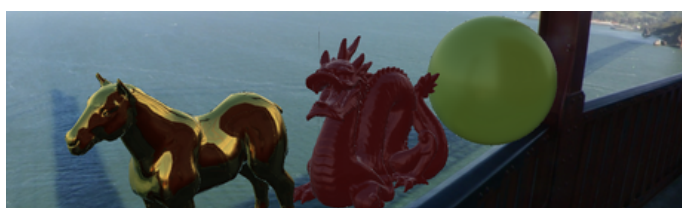
GAME-RELATED PROJECTS



Adfectus [↗](#)

2020 - 2023

Adfectus is an arena game for 2 players to battle one another. This game was developed for my Ph.D., and in it, characters were able to feel and express a set of emotions through different modalities.



3Engine [↗](#)

2017 - 2023

An OpenGL engine that uses Physically Based Rendering techniques. It is used as a basis to experiment with different graphical technologies.

Virtual Tutoring [↗](#)

2015 - 2018

A mobile coaching application that presents two virtual coaches acting as tutors that help the user with his studies in Online Learning Environments, but are also aware of the user's affective state.

Smashcart Ultra [↗](#)

2020 - 2022

A low-poly shopping-cart simulator game where you get the chance to control a crazy cart! It was developed to be a multiplayer party game with scalable servers akin to Fall Guys.

More Games on Itch.io [↗](#)

While the more relevant projects are presented here, other published projects can also be seen on my Itch.io page: <https://colorcrow.itch.io/>



Ricardo Rodrigues

GAME DEVELOPER

REFERENCES

Prof. Carlos Martinho

Professor at Técnico Lisboa
carlos.martinho@tecnico.ulisboa.pt

Prof. Rui Prada

Professor at Técnico Lisboa
rui.prada@tecnico.ulisboa.pt

HOBBIES

Those who know a little about me know I have strange hobbies. The most known are **HEMA** (Historical European Martial Arts) or **D&D** (Dungeons and Dragons), but most people don't know I also practiced **Krav Maga**, competitive swimming, **Sailing**, Kickboxing, Airsoft, and Guitar playing.



ACADEMIA

During my Ph.D., I was fortunate to participate in the research and academic process and communities. I have several publications that I present below but I also contributed to Academia by reviewing papers at several conferences, such as [ICGI](#), [IEEE CoG](#), and [FDG](#), and the organization of the 2022 edition of the [IVA conference](#).

PUBLICATIONS

(in press) On the Application of the Triad Affect Interpretation Method to Understand Emotional Expression

(2023) Believability, Anticipation, and... Timing - Improving believability through timing manipulation. [🔗](#)

(2023) Modeling the Interpretation of Animations to Help Improve Emotional Expression. [🔗](#)

(2022) A cautionary tale of side-by-side evaluations while developing emotional expression for intelligent virtual agents. [🔗](#)

(2020) Developing Children's Regulation of Learning in Problem-Solving With a Serious Game. [🔗](#)

(2019) Enriching Discrete Actions with Impactful Emotions. [🔗](#)

(2019) Interactive Empathic Virtual Coaches Based on the Social Regulatory Cycle. [🔗](#)

(2019) Festarola: a Game for Improving Problem Solving Strategies. [🔗](#)

(2017) Towards Believable Interactions Between Synthetic Characters. [🔗](#)

(2016) Expectancy and Emotions in Synthetic Characters. [🔗](#)

"Every word has consequences. Every silence, too."
Jean-Paul Sartre