

Ricardo Subtil

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Summary

Recently finished a Master's Degree in Computer Science. I'm a passionate developer that is always curious to learn more, with mostly self-taught experience in various areas. My main focus lies on game development/design through personal or student projects, and engine development through contributions to open-source engines.

Education

Instituto Superior Técnico (IST)

MSC IN COMPUTER SCIENCE AND ENGINEERING (SPECIALIZATION IN GAMES)

Lisbon, Portugal

September 2021 - November 2023

MASTER THESIS ON "IMPLEMENTATION OF SOCIAL DEDUCTION MECHANICS ON A 4X STRATEGY GAME", GRADED 17/20

BSC IN COMPUTER SCIENCE AND ENGINEERING

September 2018 - September 2021

Projects

Google Summer of Code 2021

Participant

IMPLEMENTED A MAJOR FEATURE FOR THE GODOT ENGINE

2021

- Implemented a **DAP** backend for debugging projects using external tools

RetroHub

Founder

RETRO-GAMING LIBRARY FRONTEND

2022-Present

- Focus on intuitive, plug & play experience requiring little configuration.
- Built as a platform for developers to create themes for, with more freedom than currently popular alternatives

Open Source Projects

Contributor

SIGNIFICANT CONTRIBUTIONS TO OPEN SOURCE

2018 - Present

PROJECTS

- Godot Engine
- ALVR
- Komorebi

GameDev Técnico

Member

STUDENT UNIVERSITY GROUP FOCUSED ON GAME DEVELOPMENT

2022-Present

- Part of the group's coordination and responsible for infrastructure concerns (AWS, Linux VMs, website)
- Participated in short game-jams:
 - Nordic Jam 2023**: Feed the Bunyip
 - Global Game Jam 2023**: Rootie & Tootie: Operation Chaos and the Rogue Numbers 3
 - GBJAM 10**: I'm Rooting for You
- Participated in long-term projects:
 - CUBOS (C++)**: Voxel-based game engine
 - Quinta do Vale (Unity)**: Educational game about sustainable farms
 - Sunken (Unity)**: Rogue-like game with a strong emphasis on narrative

Skills

Programming C, C++, C#, Python, GDScript

Languages Portuguese, English

Platforms Linux

Graphics APIs OpenGL

Game Engines Godot, Unity

Other 3D Modelling (Blender), Git workflows

Contests & Prizes

INTERNATIONAL

2018,2019,
2021,2022

Web Summit, Received free tickets for open source contributions

Lisbon, Portugal

NATIONAL

2018

Fire-fighter Robot, No Award/Participation Only

Guarda, Portugal

Certificates

2021 **Google Summer of Code 2021**, certificate of completion

Remote

2013 **Learn to Program: The Fundamentals**, statement of accomplishment of an online programming course

Remote