



JOÃO PAULO MARTINS NOVO

Junior Developer

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Viana do Castelo, Portugal

Personal Website Portfolio

shoteose

shoteose

TECH STACK

- C#
- PHP
- JavaScript
- HTML
- CSS
- Ionic
- Java
- Node.js
- Unity
- Blender
- Illustrator
- Photoshop
- Premiere Pro
- Substance Painter
- Figma
- Git
- Perforce
- Plastic SCM

LEARNING

- .NET Core - Building APIs with C#
- Next.js - Modern React Framework
- UX & UI Design - Improving usability

LANGUAGES

Portuguese: Native

English: B2 / Intermediate

HOBBIES

- Making Games
- Creative Project (Shora)
- Skateboarding

OTHER EXPERIENCE

Industrial Pipefitter | Switzerland

2021 – 2022

- Supported installation of industrial piping systems.
- Worked under strict Nestlé safety and quality regulations.
- Developed resilience and teamwork skills in an international environment.

Part-time Waiter | Portugal

2017 – 2021, 2022 – Present

- Communication, customer service, and time management.

ABOUT ME

Junior developer with experience in C#, PHP, Unity and web technologies. Interested in applying academic and personal projects in professional settings, especially in full-stack and game/software development.

EDUCATION

MSc in Informatics Engineering | IPVC

2025 – Present

- Focus on software development.

BSc in Computer Graphics and Multimedia Engineering | IPVC

2023 – 2025

- Focus on software development, graphics, multimedia and games.

PROJECTS

Academic

CasaSegura (Unity, PHP, Node.js) 2025

- Developed Unity mobile game as an intergenerational education tool for elderly fall prevention.
- Built PHP backoffice and Node.js REST API for managing questions and collecting statistics.
- Conducted usability testing with participants and families, showing high engagement and positive results.

Korner Skate Shop (Unity, PHP, Node.js) 2024

- Full-stack clothing store with Unity WebGL virtual shop, REST API and real-time product sync.
- Built with PHP, Node.js, MySQL; Unity integration for immersive shop browsing.

Aquarium (Unity) 2024

- Developed a fish simulation with predator-prey dynamics.
- Implemented AI behaviors for different fish species.
- Applied the Boids algorithm to simulate flocking and realistic group movement.

Picaria (Java, JavaFX) 2024

- Developed a multiplayer board game with server-client architecture.
- Implemented networking (IP/port join) and game synchronization.

Personal

CovasRasas (Unity, C#) 2025 – Present

- Turn-based tactical prototype (XCOM-style).
- Implemented mechanics and UI & UX design and flow.

AmongUs Project (Unity) 2024

- First-person investigation game.
- Led creative direction, storyline design, map layout and props creation.
- Collaborated with teammate handling code implementation.