



Rui Miguel Santos Madeira

About

Rui Madeira is a programmer with over 9 years of professional experience developing interactive and playful applications. With projects ranging different areas: from interactive projection mapping, interactive installations, natural interaction using computer vision and sensors, mobile applications and video games.

Rui's process always uses programming languages to solve the challenges each individual project presents.

Rui Madeira is also the founder of the design interaction design studio Studio Ruim (ruim.co), has co-authored the book Cinder Creative Coding Cookbook and has taught several workshops and classes in creative and game programming besides participating in several talks and conferences.

Experience

TEACHER, UNIVERSIDADE EUROPEIA, PORTUGAL – 2015-2017

Associate teacher at Universidade Europeia.

Taught Programming Fundamentals, Game Frameworks, Artificial Intelligence and Computer Graphics to the course Games and Apps Development. Using Processing, GameMaker:Studio and Unity

INDEPENDENT DEVELOPER, 2015-PRESENT

Freelance independent developer and designer.

Projects include interactive installations, mobile and game development.

FOUNDER/CTO STUDIO RUIM, PORTUGAL/CHILE - 2009-2015

Studio Ruim is an interaction design studio focusing in the creation of interactive and playful experiences. As part of Studio Ruim my roles included developing software for games, mobile apps and interactive installations and also overseeing the production of projects.

TEACHER, VAL DO RIO PROFESSIONAL SCHOOL - 2011-2012 AND 2015-2016

Taught Creative Programming (using Processing and OpenFrameworks) and GameDevelopment (using Unity)



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Education

Restart Institute of Arts, Design and New Technologies, Lisbon, Portugal - Digital Arts and New Media, 2008

Higher School of Arts and Design, Caldas da Rainha, Portugal – Bachelor Degree in Sound and Image, 2007

Skills

Computer Programming in C++, Java, C# and GML (Game Maker Language)

Software Development using Unity, Cocos2d-x, GameMaker, libGDX, OpenFrameworks and Processing

Development of solutions in the areas of Artificial Intelligence, Gameplay programming, Procedural generation and animation and Computer Vision

References

Portfolio: www.ruim.co

Development blog: ruimm.tumblr.com