

RODRIGO CAMACHO

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EDUCATION

Instituto Superior Técnico

Bachelor's degree, Computer Science and Engineering

Lisboa, Portugal

Sep 2023 – Present

EXPERIENCE

Game engine developer

Game Dev Técnico

- Member of the tools team on the development of the Cubos engine

May 2025 – Jan 2026

hybrid

Software Engineering Intern

Anturio

- Developed business applications for mobile (Android & iOS) and desktop (Windows) using WinDev and WinDev Mobile as part of a small development team
- Responsible for full-stack development: coding, UI design, and database integration

Jul 2025 – Jul 2025

Funchal, Portugal

PROJECTS

Cubos Engine

cubosengine.org

- Cubos engine is an open-source voxel based engine completely developed by students
- It's written in C++ and follows a Data-Oriented Design, using a custom Entity Component System
- As a member of the tools team, I ensure game developers have the greatest experience developing their game

SKILLS

Software engineering: Desktop and Mobile App Development, Systems level programming, Team Collaboration, Testing

Programming Skills: C/C++, Java, ASM, SQL, Python, Lua, JavaScript, Typst

Technical Skills: Linux (Arch, Ubuntu), Windows, Neovim, Bash/Zsh, Docker, Git