



João Borlido

Viana do Castelo, Portugal

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jborlido.pt

Bio

Software Engineer & CTO. I build AI automation and agent infrastructure, DevOps pipelines, and production software, and I train teams to use AI in their daily work. Over 8 years shipping, from multiplayer games to autonomous agent systems.

Experience

Xarp Reality Labs - Co-Founder & CTO

SEPTEMBER 2023 - PRESENT, VIANA DO CASTELO

Building Physical AI: augmented reality, smart mirrors, and behavioural analytics. Xarp is the company behind Dressify. I lead product engineering and applied research, and part of our team operations runs on autonomous AI agents.

Skills: Leadership, AI Agents, Computer Vision, Unity, C#, DevOps

FYX Gaming - Senior Unity C# Developer

JULY 2019 - SEPTEMBER 2024, REMOTE

Five years shipping a server-authoritative multiplayer game with a team of seasoned professionals from AAA and blockchain. Owned the CI/CD pipelines (automated Play Store and TestFlight deployments), serverless backend integration, and combat and match-making systems.

Skills: CI/CD, DevOps, Unity, C#, Python, Serverless, Game Design

Spatial Digital - Lead Developer

APRIL 2020 - SEPTEMBER 2020, REMOTE

Led the Unity and backend team of an AR app dedicated to tracking users' movements and turning them into animations to be applied to a digital avatar.

Skills: Leadership, Unity, C#, Mediapipe, Python Backend

SolipsAR - Unity C# Developer

JANUARY 2019 - JUNE 2019, REMOTE

Worked on an AR mobile app with the goal of gamifying recycling and teaching users to recycle along the way.

Skills: Unity, C#, AR Kit, AR Core, Gamification

Shadowmatic Labs - Co-Founder

FEBRUARY 2018 - SEPTEMBER 2018, VIANA DO CASTELO

Worked as part of a team of Unity Developers responsible for the release of a FPS video game to Steam.

Skills: Unity, C#, Game Publishing, Social Media Promotion

Volunteer

coop.tech - President

FEBRUARY 2021 - PRESENT, VIANA DO CASTELO

Founded the first Portuguese Tech Coop, a startup consortium and technological innovation center. As President, I oversee the cooperative's relationships, coordinate the general assemblies where its future is discussed, and push the cooperative standards ever higher. CTVC holds a seat on the EU AI Act Advisory Forum, where it provides technical opinions to the European Commission on AI. It is one of only two cooperatives in the Forum.

Skills: Leadership, AI Enablement, Business Management, Mentoring

Education

IPVC - Licentiate in Computer Graphics and Multimedia Engineering

SEPTEMBER 2015 - JUNE 2019, VIANA DO CASTELO

Special interests in Video Game Development, Software Engineering and Computer Graphics.

IPVC - Masters Degree in Computer Engineering

SEPTEMBER 2024 - PRESENT, VIANA DO CASTELO

Special interests in Software Engineering, Multiplayer Systems and VR/AR/XR.

Additional Information

Born on 16th of July of 1997 in Viana do Castelo, Portugal.

Part of Grupo Folclórico de Santa Marta de Portuzelo as a dancer and a musician.

Languages: Native Portuguese, Professional English, and Fluent Spanish.