DIOGO SILVA

diogo0408@gmail.com ✉

938874034 📞

in/diogosilvads 🔗

heroufenix.github.io 🌐

PROFILE

Newly graduated **Master's Student** with a degree in **Computer Science and Engineering** specializing in **Artificial Intelligence** and **Game Development**. With a great passion for coding interesting and innovative game mechanics, smart agents, and computer graphics, I've been pursuing a job in the video game industry ever since I was a child. I aspire to contribute to a favorable work environment that benefits both team synergy and workflow to produce amazing experiences for our players.

EDUCATION

Master's Degree in Computer Science & Engineering | Instituto Superior Técnico

SEPTEMBER 2020 – NOVEMBER 2022

Completed a master's degree in one of Portugal's top engineering universities with a **GPA of 19.0/20.0**. Distinguished for Academic Excellence and for being one of the course's top students. Specialized in **Intelligent Systems** and **Game Development** with side courses in **Computer Graphics**.

Bachelor's Degree in Computer Science & Engineering | University of Aveiro

SEPTEMBER 2017 – JUNE 2020

Achieved a bachelor's degree with a **GPA of 18.0/20.0**. Finished the course with the highest-grade average in the course and one of the highest in the university. Also participated in a slew of extracurricular activities and associations.

SKILLS

- Unreal Engine 5
- Unity Engine
- C++
- C#
- Python
- Topics of Machine Learning & Artificial Intelligence
- 3D Programming & Computer Graphics
- Software Design Patterns
- Object Oriented Programming
- SCRUM & Agile Workflows
- C2-CEFR Level of English

WORK & ASSOCIATIONS

Member | GameDev Técnico

MARCH 2021 – PRESENT

Represented Instituto Superior Técnico's game development student association in multiple international game jams and competitions, both online and in-person. Worked as programmer, designer and 2D artist in several internal and external game development projects.

Undergraduate Student Researcher | IN+ / Instituto Superior Técnico
APRIL 2021 – SEPTEMBER 2021

Developed a pedagogical platform sponsored by Instituto Superior Técnico's Pedagogical Council for the teaching and spreading of Active Learning Methodologies in classrooms.

Member | Laboratório de Jogos / Instituto Superior Técnico
DECEMBER 2020 – DECEMBER 2021

Organized monthly streams and events related to the promotion of video game related news and projects. Oversaw and helped with Instituto Superior Técnico's Game courses and helped in the logistics of the university's largest game showcase event.

Undergraduate Student Researcher | IEETA / Aveiro University
APRIL 2020 – SEPTEMBER 2020

Revitalized a dormant project. Developed a web-based data management and analysis platform wrapping Pentaho Kettle.

Board of Directors | AETTUA
DECEMBER 2019 – SEPTEMBER 2020

Lead multi-disciplinary teams and dynamized large scale events such as conferences and job fairs at University of Aveiro. Participated and managed the logistics and development of event-specific images and web platforms.

AWARDS & ACHIEVEMENTS

Published Article | IEEE International Symposium on Multimedia
DECEMBER 2022

Wrote an article accompanying the Master Thesis which got published and presented at IEEE's International Symposium on Multimedia 2022 held in Naples, Italy.

Academic Excellence | Instituto Superior Técnico
MAY 2022

Distinguished by Instituto Superior Técnico for outstanding grades and academic accomplishments, alongside having one of the highest-grade averages in the course.

Best Art Direction | GameJobsLive's GameParade GameJam
APRIL 2022

Developed the game Felicitá which was reviewed and awarded with Best Art Direction by industry professionals. The game was also one of the audience's highest rated games from amongst over 45 other entries.

First Place | Think Twice Hackathon
MARCH 2020

Lead the winning team of the national programming competition Think Twice 2020, organized by University of Aveiro's IEEE Student Branch.

Certificate of Advanced English | Cambridge English
NOVEMBER 2016

Scored a 205/210 in Cambridge English's Certificate of Advanced English, granting a C2-CEFR (Common European Framework of Reference) level of English proficiency.