

DIOGO SILVA

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PROFILE

Gameplay and **AI Engineer** with years of **AAA** games experience, developing in **C++**, and **Unreal Engine 5**. I have taken full ownership of core features in multiple titles of varying genres for PC and Consoles, making meaningful contributions to Gameplay, AI, Tools and Animation Engineering. I have also built up a vast portfolio of projects, from games to ray tracers, VR experiences, machine learning systems and more.



WORK & TITLES

Software Engineer | 2K Games

JULY 2023 – APRIL 2025

GAMES: MAFIA: THE OLD COUNTRY, UNANNOUNCED TITLE.

- Joined as a part of 2K's Fast-Track Engineering Graduate Program.
- Worked with different studios in the development of **AAA games**.
- Completed official **Unreal Engine 5** internal training provided by **Epic Games**.
- Owned **Core Gameplay Features** in **Mafia: The Old Country**. Developed integral systems for melee combat and cinematic boss fights, from combo and ability transition systems to melee motion warps, conversation subsystems and AI.
- Used Unreal Engine's **Gameplay Ability System** daily.
- Implemented **Data Asset Driven** Gameplay Systems that allowed designers to focus on tuning and quick iteration.
- Created **Editor Tools** that improved the team's workflow by enabling designers to quickly generate and manage content and assets.
- Developed **Utility-Based AI Systems** and **Gameplay Mechanics** for an **Unannounced Title**.
- Presented to Studio Directors and pitched to 2K's Executive Team.

Undergraduate Researcher | Instituto Superior Técnico

APRIL 2021 – SEPTEMBER 2021

Developed a web platform to spread the usage of Active Learning Methodologies.

Undergraduate Researcher | IEETA

APRIL 2020 – SEPTEMBER 2020

Developed a web-based data management platform wrapping Pentaho Kettle.



SKILLS

- Unreal Engine 5
- Unity Engine
- C++
- Python
- Gameplay Engineering
- Gameplay Ability Systems
- AI Engineering
- Animation Engineering
- Perforce & Git
- Topics of Machine Learning
- Software Design Patterns
- Object Oriented Programming
- SCRUM & Agile Workflows
- C2-CEFR Level of English



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**. Got several Academic Excellence awards, finishing with the highest grade average in the course for that year. Specialized in **Intelligent Systems** and **Game Development** with side courses in **Computer Graphics** and **Virtual Reality**.

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

SEPTEMBER 2017 – JUNE 2020

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



AWARDS, ACHIEVEMENTS & ASSOCIATIONS

Published Article | IEEE International Symposium on Multimedia

DECEMBER 2022

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

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.

Game Developer | GameDev Técnico

MARCH 2021 – JULY 2023

Represented a game development student association in multiple international game jams and competitions, both online and in-person. Worked as programmer, designer and 2D artist in award-winning game projects.

Academic Excellence | Instituto Superior Técnico

MAY 2022

Granted by the University of Lisbon for outstanding academic accomplishments and for having one of the highest-grade averages in the course.

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.

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.

