



# Daniel Santos

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## ABOUT ME

I am a committed person and I am proud of my ability to absorb knowledge (fast learner). Since I was little, I have learned to face challenges as opportunities and I believe that all experiences, regardless of their nature, contribute to my character.

## EDUCATION AND TRAINING

09/2019 – 07/2022 Portugal  
**BACHELOR'S DEGREE IN COMPUTER ENGINEERING** Escola Superior de Tecnologia e Gestão de Oliveira do Hospital

- Programming for web and Android;
- Artificial intelligence with Python;
- Software development in Java;
- Computer networking with Cisco training;
- Project management;
- Practice with frameworks (LibGDX, Slim, Laravel).

**Website** <https://www.estgoh.ipc.pt> | **Level in EQF** EQF level 6 | **Number of credits** 180 ETCs |

**Thesis** Developing a game using the LibGDX framework.

08/2022 – 07/2023 Coimbra, Portugal  
**SPECIALIZATION IN SOFTWARE ENGINEERING** Instituto Superior de Engenharia de Coimbra


- Requirements engineering;
- API design patterns;
- Data analysis and preparation;
- Application of machine learning techniques for pattern identification;
- Use of NoSQL and NewSQL databases;
- Software testing.

**Website** <https://www.isec.pt> | **Level in EQF** EQF level 7 | **Number of credits** 60 ETCs

25/01/2025 – 06/10/2025 Lisboa, Portugal  
**FEAST 1, 2 AND 3** Eurocontrol e NavPortugal

License required to access the Air Traffic Controller course.

## WORK EXPERIENCE

 **GAME TESTER OPERATIONS PTY LTD AND ALL ASSOCIATED ENTITIES (EX:AMAZON, LIONBRIDGE GAME STUDIO)**  
– LAUNCESTON, AUSTRALIA  
**VIDEO GAME TESTER** – 15/02/2025 – CURRENT

## CERTIFICATIONS

- Linux
- CCNA1 Certificate (2020)
- CCNA2 Certificate (2022)
- Basic Python Programming Certificate (2022)

● **LANGUAGE SKILLS**

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Mother tongue(s): **PORTUGUESE**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C1	C1	C1	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● **SKILLS**

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C | C# | Python | Git GitHub | HTML/HTML5 CSS/CSS3 JavaScript PHP JAVA | Framework Slim | LibGDX | REST API (RESTful API) | Android Studio | Orange Data Mining | SQL | Godot Game Engine | C/C++ (Arduino) | Unity Game Engine | Cisco | Windows, Linux distribution knowledge

● **DRIVING LICENCE**

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Driving Licence: B1

Driving Licence: B

● **PROJECTS**

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Learning/Developing 2D/3D simulations in Unity and Godot.

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● **MANAGEMENT AND LEADERSHIP SKILLS**

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Project Manager

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During my undergraduate studies in Project Management, I learned how to manage an IT project with a team of 10 people (from handling bureaucracy and project validation to developing and testing the software for delivery to the client).

Link [https://1drv.ms/u/s!AsbMqTL9-o62ilP1AaLv\\_sRZQMHJ?e=ozqhwP](https://1drv.ms/u/s!AsbMqTL9-o62ilP1AaLv_sRZQMHJ?e=ozqhwP)

● **SOCIAL AND COMMUNICATION SKILLS**

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Strong social skills

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From the start of my application, I managed to build a great reputation among professors and students, and I was also asked several times to present projects due to my strong oral performance.