

David Dias

Video game programmer

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Portfolio

<https://davidmdias.github.io/Portfolio/>

Education

UQAT: Université du Québec en Abitibi-Témiscamingue
Bachelor's Degree: Video game creation - Software Integration
2021-2023

UQAT offers an education focused on practice in industry. I learn to work in several projects with large teams in a professional way.

Collège de Maisonneuve - D.E.C. Multimedia Integration
2017-2020

Technique where I mainly learned programming, but also Maya, Photoshop, graphic design, cinema etc. I finished with an average of 92% in my 3 game development courses.

Work experience

Contract at NovaScience
2022

I am an integrator in a team made up of an artist and a designer. My task is to fully program three VR games, for college students in biology, chemistry and physics.

Main Skills



Unity



C#



Photon PUN



Netcode for
GameObjects

Other Skills



Unreal Engine



Maya



Photoshop



HTML CSS JS

Language skills

French

English

Portuguese

Spanish

Japanese