



Daniel Oliveira Moreira

Hello! I'm a gameplay programmer and software engineer.

I have been passionate about video games since I was young and loved playing them. So, I became interested in how they were made!

I enjoy blending creativity with technology and love working on innovative projects that push the boundaries of what's possible in gaming.

Contacts



[Portfolio](#)



[LinkedIn page](#)



moreiradaniel767@gmail.com

Programming Languages & Engines

- Java
- C
- C++
- C#
- Python
- SQL
- Flutter
- PHP
- Javascript
- CSS
- Arduino
- GDScript
- Godot
- Unity
- Unreal Engine

Languages

Portuguese



English



French



Experience

I did a 4-month curricular internship at Nerd Monkeys, where I joined and collaborated with a team of workers in various areas, such as programmers, artists, and game and sound designers. I participated in numerous tasks involving gameplay programming on Unity using C#, reading and refactoring code, and attending meetings.



2023



2025

Internship at Nerd Monkeys

Education



2023



2025

Master's in Game Development at Aveiro University



2020



2023

Bachelor's in Computer Engineering at Fernando Pessoa University

Skills & Knowledge

- Teamwork
- OOP (Object-Oriented Programming)
- Game designing
- UI/UX designing and programming
- Animation programming
- Sound programming
- Mechanics programming
- Physics programming
- AI programming
- Multiplayer programming
- Saving game session information automatically
- Computer network
- Distributed objects (Project with Local Multiplayer)
- 3D modeling and animation

Projects

2D VideoGame Development - Master's

During my master's at Aveiro University, I helped develop a 2D video game in Godot with three other colleagues. The game, [River Runners](#), is a single-player auto-scroller adventure developed for PC and is coming to Steam!

The player plays against the rapid currents of the river while controlling a log and collecting a merry band of animals while attempting to avoid the various obstacles along the way.

<https://misternizzio.itch.io/riverrunners>

This project game was selected for the events:

- Aveiro Jovem Criador 2024 - <https://www.cm-aveiro.pt/municipio/comunicacao/noticias/noticia/aveiro-jovem-criador-2024-revelou-vencedores-e-inaugurou-exposicao-no-museu-de-aveiro-santa-joana>, the game was exposed in the museum.
- Novos Talentos FNAC 2024 fnac.pt/novostalentos
- Media Play UA 2024 - <https://mediaplay.web.ua.pt/>
Finished 3rd place in the public voting.

3D VideoGame Development - Master's

I helped develop a 3D video game with two colleagues in Unity. The game, [Unsolved Secrets: The Last Note](#), is a single-player, story-driven adventure-puzzle mystery being developed for PC. The player takes the position of Alan Morris, a forced-retired policeman, as he ventures into Emrick's mansion to uncover the truth behind an unsolved case.

<https://misternizzio.itch.io/unsolved-secrets-the-last-note>

Serious Games Solo Project - Master's

In this subject, I was challenged to create a serious game. So, I made a game to teach how to duel with longswords in HEMA, Historic European Martial Arts. With this in mind, the purpose is to teach some basic moves (striking and parrying) and to predict them.

<https://github.com/DioNizzio/ParryAndStrike>

I am looking forward to joining a team, improving the skills I have learned, and continuing learning new things.

Serious Games Team Project - Master's

In this subject, I was challenged to create a serious game with 2 other colleagues, where I wrote the game's story. In this case, we created a game in Twine where the story follows a young boy/girl struggling with their academic path forward, being exposed to two sources of extreme opinions, and having to navigate through these to decide their future route.

3D Modeling and Animation - Master's

In this subject, I was challenged to create a 3D isometric room, model, and animate a character.

[On the making](#)

Visual Computing - Master's

In Visual Computing subject, me and two other colleagues had to explore cel shading, light sources and shadows in Unreal Engine.

https://github.com/DioNizzio/CV_Shaders

Android and IOS Development - Bachelor's Degree

During my Bachelor's, I participated in an Android/IOS app project, where a colleague and I aided the project AI4DRR

(<https://sites.google.com/ufp.edu.pt/fct/fct/ai4drr>) by sending data (forms and images) with user input to feed the AI.

This prototype platform will be tested in a parish in Lisbon.

<https://github.com/DioNizzio/topography-project>

WEB Development - Bachelor's Degree

An e-commerce website was developed to sell video game keys as products using PHP, the Laravel framework, and a SQL database.

<https://github.com/DioNizzio/ProjetoWeb>

Distributed Systems - Bachelor's Degree

In distributed systems, the objective of the project was to turn a single-player video game into a multiplayer one. I worked on the project in two ways, using RMI (Remote Method Invocation) and RabbitMQ.

<https://github.com/DioNizzio/ProjetoSD>