



Daniel Oliveira Moreira

I'm a Video Game Development master's student at Aveiro University and a computer engineer graduated at Fernando Pessoa University. I always loved playing games and so I got really interested on how they were made.

My aim for my future role in the working area is to follow a videogame developer career.

Contacts

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🐙 <https://github.com/DioNizzio>

Programming Languages & Engines

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

Languages

Portuguese

English

French

Education

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2023 On Going

Game Development - Aveiro University
Master's

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2020 2023

Computer Engineering - Fernando Pessoa University
Bachelor's Degree

Experience

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

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2025 2025

Internship at Nerd Monkeys

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!

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

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>

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.

[On the making](#)

I am looking forward to join a team and keep improving the skills I have learned and continue learning new ones.

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've participated in an Android/IOS app project, where a colleague and I aided the project 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>

Algorithms and Data Structure - Bachelor's Degree

LP2_A ED2_Project is a project using a Java application to manipulate and manage information relative to a city. We used two different types of object-oriented data structures to store the necessary information.

https://github.com/DioNizzio/LP2_AED2_Projeto