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
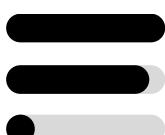
Portfolio

LinkedIn page

moreiradaniel767@gmail.com

Programming Languages & Engines

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

Languages

- Portuguese
- English
- French

Experience

I completed a 4-month curricular internship at Nerd Monkeys, where I worked alongside coworkers from different teams and areas, such as programmers, artists, and game and sound designers in Unity (C#).
I participated in a game jam and projects across numerous tasks involving gameplay programming, game and level designing, reading and refactoring existing code, and attending meetings.

February 2025 — June 2025

Curricular Internship at Nerd Monkeys

Education

I obtained a bachelor's and a master's degree in computer engineering and game development, respectively, where I learned the basics of both programming, in many languages, and game development, through game engines.

2023 — 2025

Master's in Game Development at Aveiro University

2020 — 2023

Bachelor's in Computer Engineering at Fernando Pessoa University

Skills & Knowledge

- OOP (Object-Oriented Programming)
- Game designing
- Level designing
- Narrative writing
- UI/UX designing and programming
- Animation programming
- Sound programming
- Mechanics programming
- Physics programming
- AI programming
- Multiplayer programming
- Saving game session information
- Computer network
- Distributed systems
- 3D modeling and animation

Internship Projects

Company GameJam

The first week of internship was scheduled to participate in a game jam with the other studio members to integrate the new interns, where we designed and built a prototype in 4 days. I was in charge of developing the game's camera and an ability for a level.

Couch Party-Style Game

The project I was mostly involved in was a single-player and multiplayer couch party-style game, where players compete against each other to collect more points than others to win or survive through a stipulated number of rounds.

In this project, I worked with gameplay elements like player movement and attacks, abilities, camera rework, and between-player interactions. Touched some animations and UI feedback, and developed Enemy AI behavior along with Level design. And a lot of bug fixing.

Unity Package Documentation

As my last task, I was asked to explore the Unity Localization Package, create an example project, and write a document explaining how it can be used by others for different projects.

Outside/Personal Projects

Global Game Jam 2025

I participated in the Global Game Jam 2025 with two friends, where the theme of the jam was "Bubble". We developed a fun and casual 2D local multiplayer game in Unity where two players compete against each other in various challenges. In this project, I was in charge of programming some of the various challenges of the game.

https://globalgamejam.org/games/2025/bath-time-7

Master's Projects

2D VideoGame Development

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, available on itch.io, and will be released on Steam!
The player goes against rapid currents of the river while controlling a log and collecting a merry band of animals, while attempting to avoid various obstacles along the way.
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.

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

3D VideoGame Development

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

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

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.

https://misternizzio.itch.io/echo-chamber

3D Modeling and Animation

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

https://github.com/DioNizzio/ModelingAndAnimationProject

Visual Computing

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

Bachelor's Projects

Android and IOS Development

During my Bachelor's, I 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

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

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