Diogo Mendonça

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ainqui.itch.io   https://diogomendonc-a.github.io/index.html   github.com/DiogoMendonc-a

> **Profile**
>
> I am a recently graduated Master's student, who has loved games since I was little and has aspired to work on making them for almost as long. As a student developer, I have had experience in most facets of programming for games, all of them mostly self-taught, but my main interests are gameplay programming and graphics.

EDUCATION

M.Sc. in Computer Science and Engineering

Instituto Superior Técnico   Lisbon, Portugal   2021 - 2023
Specialization in Games
Specialization in Artificial Intelligence

Cambridge English Level 3 Certificate

Level C2 certification   ref. 196PT0088039   2019

B.Sc. in Computer Science and Engineering

Instituto Superior Técnico   Lisbon, Portugal   2018 - 2021

EXPERIENCE

GameDev Técnico

 https://gamedev.tecnico.ulisboa.pt/

Programmer   2022-2024
Coordinator & Community Manager   2023-2024

Portuguese student association with the purpose of developing games, both in game jams and longer term internal projects.
As a coordinator:

- Oversaw the selection, recruitment and on-boarding of over one hundred new members;

- Organized social events;

- Ensured the smooth running of operations and an ongoing healthy and inclusive environment.

INESC

HumaneAI Researcher   Nov 2023-Feb 2024

Academic research project on the application of autonomous agents for non-verbal communication.

LANGUAGES

Portuguese *C2** ● ● ● ● ●
Native
English *C2** ● ● ● ● ●

*Using CEFR rating for language proficency.

C++   ● ● ● ● ●
C#   ● ● ● ● ●
GDScript   ● ● ● ● ○
HLSL   ● ● ● ● ○
GLSL   ● ● ● ● ○
C   ● ● ● ● ○
Java   ● ● ● ● ○
Python   ● ● ● ● ○
JavaScript ● ● ● ○ ○

SKILLS

Game Engines

Unity
Godot

Tools & APIs

git workflows
OpenGL
pytorch

PROJECTS

CUBOS. **Programmer**	Open source C++ ECS game engine based on voxels. My involvement was mostly developing editor tools and renderer functionalities. 🔗 github.com/GameDevTecnico/cubos	📅 2022 - ongoing 📍 Gamedev Técnico
Our Will **Lead Programmer**	Turn Based RPG mixed with visual novel. My work on this project was the implementation of the turn based combat elements, and most of the surrounding gameplay functionality. Made in Unity. 🔗 antunes10.itch.io/our-will	📅 2022 - 2024 📍 Gamedev Técnico
Sunken **Project Lead** **Gameplay Programmer**	Yet unreleased Hack and Slash Rogue Lite. I pitched and led this project, managing a team of seven other members, and had a smaller role in programming it. Made in Godot.	📅 2022 - ongoing 📍 Gamedev Técnico

GAME JAMS

The Veritable Feline Effort to Rescue The Fireman GMTK Jam 2023. Made in Unity.	Cat Stacking Game. On this game I worked on everything except the cats themselves. From the initial cutscene, to scene transitions, to the dragging and dropping mechanic. This game had a silly aesthetic, and we were quick to build it, which allowed us to explore paths of development that we do not often see in short jams, such as custom hand drawn fonts, or a pause button for the player to take screenshots of their falling tower of cats. 🔗 ainqui.itch.io/veritable-feline-efforts
Fluffy Fishy Felines Christmas Jam 2023. Made in Unity.	Tower Defense Game. As the most experienced programmer on the team, I worked on almost everything, from enemy path and behaviour, to the UI and the scripting of the tutorial. 🔗 ainqui.itch.io/fluffy-fishy-felines
Celes Coffee'n Jam 2023. Made in Godot.	2D Puzzle Platformer. My work on this game was mainly level design, defining each level and their progression, and building them in engine. I programmed the shaders that create the "inverse world" effect that is core to the game, in addition to some level elements. 🔗 ainqui.itch.io/celes

These are only the jams in which I had the role of team leader. Here can be found the rest of my jam participations and projects, along with the academic work I have done during my course:

🔗 https://diogomendonc-a.github.io/index.html