

DIOGO MIGUEL SANTOS E SÁ

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I am a computer science student with interest in graphic, gameplay, and game AI programming.

Currently finishing my master's degree in computer science with a specialization in game development and artificial intelligence, and looking for a job.

EXPERIENCE

SEPTEMBER 2019 – MAY 2021

FRONT-END DEVELOPER, BLISS APPLICATIONS

Part-time while taking my master's degree.

JULY 2019 – SEPTEMBER 2019

FRONT-END DEVELOPER, BLISS APPLICATIONS

Summer Internship after bachelor's degree.

EDUCATION

09/2019 – PRESENT

MESTRADO BOLONHA EM ENGENHARIA INFORMÁTICA E DE COMPUTADORES - INSTITUTO SUPERIOR TÉCNICO

Specialized in Artificial Intelligence and Video Games

09/2016 - 07/2019

LICENCIATURA BOLONHA EM ENGENHARIA INFORMÁTICA E DE COMPUTADORES - TAGUSPARK, INSTITUTO SUPERIOR TÉCNICO

09/2013 - 06/2016

CIÊNCIAS E TECNOLOGIAS COM GEOMETRIA DESCRITIVA, ESCOLA SECUNDÁRIA QUINTA DO MARQUÊS

SKILLS

- Object-oriented programming: C#, Java and C++
- Unity game engine
- OpenGL, GLSL, Compute shaders
- Git version control
- Web development: HTML, CSS, and Javascript, VueJS
- Other programming languages such as Python, SQL, C and Bash (primarily for command line usage)
- Proficient in English and Portuguese