DIOGO MIGUEL SANTOS E SÁ

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Cooperative and quick learner. Currently finishing my Computer Science master's degree at Instituto Superior Técnico. Seeking to learn how the knowledge acquired in college and by doing small personal projects is applied in the real world. Interested in learning and investigating new technologies as well as developing current knowledge.

Currently looking for an internship in game programming.

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 finishing bachelor degree.

EDUCATION

09/2019 - PRESENT
MESTRADO BOLONHA EM ENGENHARIA INFORMÁTICA E DE COMPUTADORES - TAGUSPARK , 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
- Git version control
- Web development: HTML, CSS and Javascript
- Other programming languages such as Python, SQL, C, Groovy and Bash (mostly for command line usage)
- Proficient in English and Portuguese