

# DIOGO SILVA

diogo0408@gmail.com 

+351 938874034 

in/diogosilvads 

heroufenix.github.io 



## PROFILE

**Gameplay** and **AI Engineer** with years of **AAA** games experience, developing in **C++**, and **Unreal Engine 5**. I have taken full ownership of core game features in multiple AAA titles of varying genres for PC and Consoles, making meaningful contributions to Gameplay, AI Systems and aiding in other areas of engineering such as Animation. I have also built up a vast portfolio of independent projects made for both game jams and personal enjoyment. I aspire to cooperate with different disciplines of design, art, production, and engineering in the implementation of innovative game mechanics and compelling agents to create memorable experiences for our players to enjoy.



## WORK & TITLES

### Software Engineer | 2K Games

JULY 2023 – APRIL 2025

Worked full-time at 2K Games Dublin, participating in the development of multiple AAA titles.

- **Mafia: The Old Country | Gameplay & AI**

Worked closely with designers and animators in the development of new landmark features of the first new installment of the Mafia franchise in years. Quickly integrated with the team, first helping in the development of debug tools, and later being allowed to take ownership of entire core gameplay systems.

- **Unannounced Title | Gameplay & AI**

Aided in the development of an unannounced 2K Games title working with a team of industry veterans to develop robust AI systems and gameplay features.

### Undergraduate Student Researcher | Instituto Superior Técnico

APRIL 2021 – SEPTEMBER 2021

Developed a pedagogical platform sponsored by Instituto Superior Técnico's Pedagogical Council for the teaching and spreading of Active Learning Methodologies in classrooms.

### Undergraduate Student Researcher | IEETA

APRIL 2020 – SEPTEMBER 2020

Developed a web-based data management and analysis platform wrapping Pentaho Kettle.



## SKILLS

- Unreal Engine 5
- Unity Engine
- C++
- Python
- Gameplay Engineering
- AI Engineering
- Animation Engineering
- Topics of Machine Learning
- Software Design Patterns
- Object Oriented Programming
- SCRUM & Agile Workflows
- C2-CEFR Level of English



## EDUCATION

### Master's Degree in Computer Science & Engineering | Instituto Superior Técnico

SEPTEMBER 2020 – NOVEMBER 2022

Completed a master's degree in one of Portugal's top engineering universities with a **GPA of 19.0/20.0**. Got several Academic Excellence awards and finished with the highest grade average in the course for that year. Specialized in **Intelligent Systems** and **Game Development** with side courses in **Computer Graphics** and **Virtual Reality**.

### Bachelor's Degree in Computer Science & Engineering | University of Aveiro

SEPTEMBER 2017 – JUNE 2020

Achieved a bachelor's degree with a **GPA of 18.0/20.0**. Finished the course with the highest grade average in the course and one of the highest in the university. Also participated in a slew of extracurricular activities and associations.



## AWARDS, ACHIEVEMENTS & ASSOCIATIONS

### Published Article | IEEE International Symposium on Multimedia

DECEMBER 2022

Wrote an article accompanying the Master Thesis which got published and presented at IEEE's International Symposium on Multimedia 2022 held in Naples, Italy.

### Best Art Direction | GameJobsLive's GameParade GameJam

APRIL 2022

Developed the game Felicitá which was reviewed and awarded with Best Art Direction by industry professionals. The game was also one of the audience's highest rated games from amongst over 45 other entries.

### Game Developer | GameDev Técnico

MARCH 2021 – JULY 2023

Represented my university's game development student association in multiple international game jams and competitions, both online and in-person. Worked as programmer, designer and 2D artist in award-winning game projects.

### Academic Excellence | Instituto Superior Técnico

MAY 2022

Distinguished by Instituto Superior Técnico for outstanding grades and academic accomplishments, alongside having one of the highest-grade averages in the course.

### Board of Directors | AETTUA

DECEMBER 2019 – SEPTEMBER 2020

Lead multi-disciplinary teams and dynamized large scale events such as conferences and job fairs at University of Aveiro. Participated and managed the logistics and development of event-specific images and web platforms.

### Certificate of Advanced English | Cambridge English

NOVEMBER 2016

Scored a 205/210 in Cambridge English's Certificate of Advanced English, granting a C2-CEFR (Common European Framework of Reference) level of English proficiency.

