



# DIOGO SILVA

diogo0408@gmail.com   
938874034   
in/diogosilvads   
heroufenix.github.io 



## PROFILE

Newly graduated **Master's Student** with a degree in **Computer Science and Engineering** specializing in **Artificial Intelligence** and **Game Development**. With a great passion for coding interesting and innovative game mechanics, smart agents and computer graphics, I've been pursuing a job in the video game industry ever since I was a child. I aspire to contribute to a favorable work environment that benefits both team synergy and workflow to produce amazing experiences for our players.



## 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**. Distinguished for Academic Excellence and for being one of the course's top students. Specialized in **Intelligent Systems** and **Game Development** with side courses in **Computer Graphics**.

### **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 grade average in the course and one of the highest in the university whilst participating in extracurricular activities and associations.



## SKILLS

- Unreal Engine 5
- Unity Engine
- C++
- C#
- Python
- Topics of Machine Learning & Artificial Intelligence
- 3D Programming & Computer Graphics
- Software Design Patterns
- SCRUM & Agile Workflows
- Council of Europe C2 Level of English



## WORK & ASSOCIATIONS

### **Undergraduate Student Researcher | IN+ / 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 / Aveiro University**

APRIL 2020 – SEPTEMBER 2020

Revitalized a dormant project. Developed a web-based platform data management and analysis tool wrapping Pentaho Kettle.



## **Member | GameDev Técnico**

MARCH 2021 – PRESENT

Represented Instituto Superior Técnico'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 several internal and external game development projects.

## **Member | Laboratório de Jogos / Instituto Superior Técnico**

DECEMBER 2020 – DECEMBER 2021

Organized monthly streams and events related to the promotion of video game related news and projects. Oversaw and helped with Instituto Superior Técnico's Game courses and helped in the logistics of the university's largest game showcase event.

## **Board of Directors | AETTUA**

DECEMBER 2019 – SEPTEMBER 2020

Lead multi-disciplinary teams and was in charge of dynamizing 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.



## **AWARDS & ACHIEVEMENTS**

### **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.

### **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.

### **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 highest rated from the game jam which had over 45 other entries.

### **First Place | Think Twice Hackathon**

MARCH 2020

Lead the winning team of the national programming competition Think Twice 2020, organized by University of Aveiro's IEEE Student Branch.

### **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.

