

# DIOGO SILVA

diogo0408@gmail.com 

in/diogosilvads 

+351 938874034 

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 features in multiple titles of varying genres for PC and Consoles, making meaningful contributions to Gameplay, AI, Tools and Animation Engineering. I have also built up a vast portfolio of projects, from games to ray tracers, VR experiences, machine learning systems and more.



## WORK & TITLES

### Software Engineer | 2K Games

JULY 2023 – APRIL 2025

**GAMES:** MAFIA: THE OLD COUNTRY, UNANNOUNCED TITLE.

- Joined as a part of 2K's Fast-Track Engineering Graduate Program.
- Worked with different studios in the development of **AAA games**.
- Completed official **Unreal Engine 5** internal training provided by **Epic Games**.
- Owned **Core Gameplay Features** in **Mafia: The Old Country**. Developed integral systems for melee combat and cinematic boss fights - from combos and ability transition systems to melee motion warps, knife duels logic and AI behaviors.
- Used Unreal Engine's **Gameplay Ability System** daily.
- Implemented **Data Asset Driven** Gameplay Systems allowing designers to focus on tuning and quick iteration.
- Created **Editor Tools** that improved designers' workflow by enabling them to quickly generate content and easily manage assets.
- Developed **Utility-Based AI Systems** and **Gameplay Mechanics** for an **Unannounced Title**.
- Presented to Studio Directors and pitched to 2K's Executive Team.

### Undergraduate Researcher | Instituto Superior Técnico

APRIL 2021 – SEPTEMBER 2021

Developed a web platform to spread the usage of Active Learning Methodologies.

### Undergraduate Researcher | IEETA

APRIL 2020 – SEPTEMBER 2020

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



## SKILLS

- Unreal Engine 5
- Unity Engine
- C++
- Python
- Gameplay Engineering
- Gameplay Ability Systems
- AI Engineering
- Animation Engineering
- Perforce & Git
- 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, finishing 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.

