Andre Da Graca Dias

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Presentation

I strive forward and learn as much as I can about my field. I care about the goals in all my projects and strive to create the most interesting and developed product. I enjoy playing games and have grown up with it.

I started with IT and computers when I was young, and since then have continued to program mods for games, web programming (HTML, Javascript, CSS and Python). During the time I started programming, most of it was for a Sandbox game called "Garry's Mod". I've had different projects where I've been paid a sum to create something or to develop something for other groups with hundreds of players. I have also created my own groups and have sharpened my skills and experience by managing large groups in the hundreds with other directors beside and below me and have understood how players (a playerbase) think and want out of something.

In the game Garry's Mod, users create content for the game and add-ons for other players to use and enjoy. The programming language I have used for this game has mostly been Lua.

During my time as a hobbyist creating add-ons for the game Garry's Mod, I have developed my skills in not only programming, but also graphic design, animating particles (Made via the Source Engine), 3D modeling and textures/materials for game characters.

When it comes to Javascript, I have created so-called "bots" on the Discord platform. Bots on Discord exist for users to take advantage of for various reasons such as information or integration via API (as well as connection to various games or other platforms' APIs).

I underwent the training "App and web development" where I used different tools for different reasons. I have experience in Adobe XD to create interface design prototypes and have used Photoshop to help create icons for these school projects.

I have used "flask" to save information via SQL and Python during my high school education, where I created a bank page where you could locally create different accounts, have these accounts saved with different information and then be able to log into a website to view their information.

The different tools and applications I have the most experience in are:
- Adobe Photoshop
- Adobe Premiere Pro
- Adobe XD
- Sony Vegas Pro 15, 16
- Visual Studio Code (HTML, Javascript, CSS, Python, Lua)
- Spyder
- Blender (Rigging, weight paint)
I have also used various tools that were specifically made for the game Garry's Mod to be able to create the various extensions and mods/add-ons that I have created.

The various tools and applications I have the least experience in (but have worked with) are:
- Unreal Engine 4 (Created a mod for a game called "Ground Branch". I replaced a model with a new model and new texture.
- Unity
- Adobe After Effects
- Adobe Substance 3D Painter
- Adobe Illustrator

Not only have I been programming, but I am an active playtester for Ubisoft and have tested a few games ever since their Alpha versions of these games. "XDefiant" was the game I have most play-tested with not so long ago "Project U". I have game tested for other companies as well and have the honor to provide feedback for those games.

Professional roles

- Backend developer
- Web technician
- Game tester
- 2D graphics

- Usability designer
- Frontend developer
- System developer / Programmer
- Webmaster

Training

App and Web development

LBS Creative High School Malmö: August 2021 - June 2024 (2 years 10 months)

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App and web development is a technology program with a specialization in information and media technology. You learn programming, interface design, web development and web server programming.

Skills

- 3D graphics-Blender
- FrontPage, HTML editor
- CSS, programming language
- Community management
- Filming/Editing-Adobe Premiere

- Python, programming language
- JavaScript, programming language
- Texturing
- Computer game design
- 2D graphics-Adobe Photoshop

Language

- English fluently
- Swedish, Fluent

My terms of employment

- Full time
- Regular employment
- Summer job / holiday job

Web page

https://motus-dev.github.io

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