André Da Graca Dias

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🌐 [Portfolio Website](#)

Personal Statement

I am a dedicated individual with a passion for IT, programming, and game development. I strive to learn continuously and create meaningful, engaging projects. My goal is to produce innovative and well-developed products while maintaining a strong focus on project objectives. Growing up as an avid gamer, I developed a deep understanding of player needs and expectations, which I incorporate into my work. Alongside my technical expertise, I have practical work experience in various fields, which has enhanced my adaptability and work ethic.

Professional Experience

Backend Developer / Web Technician

- Designed and programmed web solutions, focusing on usability, functionality, and scalability.
- Gained expertise in system and web server programming using Python and JavaScript.

Game Modding and Programming

- Developed numerous mods and add-ons for *Garry's Mod*, specializing in Lua programming.
- Completed freelance projects creating custom content for communities with hundreds of players.
- Managed and led gaming groups, gaining insights into player behavior and enhancing engagement.

Discord Bots

- Programmed bots using JavaScript, integrating APIs to automate functionalities like information retrieval and platform connectivity.

Game Tester

- Playtested games for Ubisoft (*XDefiant*, *Project U*) and other companies, providing detailed feedback during alpha and beta testing phases.

Graphic Design and Animation

- Created 2D graphics using Adobe Photoshop and animated particles using the Source Engine.
- Designed textures, materials, and 3D models for game elements using Blender and Adobe Substance 3D Painter.

Cleaner – Enighet AB (School Work Experience)

- Maintained the cleanliness and hygiene of office and gym facilities, ensuring a welcoming environment for clients and staff.
- Gained experience in time management and attention to detail by adhering to strict cleaning schedules and standards.
- Developed a strong sense of responsibility and work ethic through independent and team-based tasks.

Warehouse and Cleaner – McDonald's (School Work Experience)

- Organized and sorted goods in the warehouse, ensuring efficient inventory management and restocking.
- Performed cleaning duties to maintain a clean and safe environment for staff and customers.
- Developed physical endurance and organizational skills while working in a structured, fast-paced environment.

Educational Background

LBS Creative High School Malmö
App and Web Development Program (August 2021 - June 2024)

- Specialized in programming, web development, and interface design.
- Created prototypes using Adobe XD, developing a deep understanding of usability and user experience.
- Completed advanced projects, including server-side programming with Python and Flask.
- Worked on both server-side and client-side communicative projects for web development.

Technical Skills

Programming Languages:

- Python, JavaScript, Lua, HTML, CSS

Software Expertise:

- **High Proficiency:**
  - Adobe Photoshop, Adobe Premiere Pro, Adobe XD
  - Blender (3D modeling, rigging, weight painting)
  - Visual Studio Code, Sony Vegas Pro
- **Working Knowledge:**
  - Unreal Engine 4 (Modding for *Ground Branch*)
  - Unity, Adobe After Effects, Adobe Substance 3D Painter, Adobe Illustrator

Web Development:

- Frontend: HTML, CSS, JavaScript
- Backend: Python, Flask, SQL

Creative Skills:

- 3D Modeling, Animation, Particle Design
- Texturing for game characters and environments

Other Skills:

- Community management and collaboration with large player bases
- Usability design for interfaces and prototypes

Additional Skills

- **Languages:**
  - English (Fluent)
  - Swedish (Fluent)
- **Filmmaking & Editing:**
  - Adobe Premiere Pro, Adobe After Effects

Employment Preferences

- **Availability:** Full-time, regular employment, or summer/holiday jobs
- **Preferred Roles:** Backend Developer, Web Technician, System Developer, Game Tester, Usability Designer