Daniel Rangel

(+351) 938 014 875
daniel.rangel96@outlook.com

Experience

05/2021 – Present   Porto, Portugal
Software Developer | Exaud

- Whilst being part of a multi-faceted Scrum team, develop, test and support an interactive conferencing and icebreaking game with Unity using Photon Engine to implement the multiplayer backend service and Agora.IO for real-time VOIP.
- Take the role of System Administrator to create, configure and distribute a customized version of Windows 10 Pro to facilitate the deployment of a Virtual Reality app throughout multiple client devices.
- Help planning and picking a valid architecture pattern for a new Virtual Environment App/Game and implement features, unit tests and bug fixing during using Unity during the development phase.

09/2020 – 12/2020   Porto, Portugal
Unity Game Developer | Zen Tap – Self Employed

- Plan, Design, Develop and Release a 2D mobile puzzle Game.

08/2018 – 09/2019   Porto, Portugal
Consultant | Celfocus

- Answer to client support tickets through Jira
- Assist with Database connectivity and maintenance.

04/2015 – 07/2015   Braga, Portugal
Android Developer – Internship | mobiware mobile & webtechnologies

- Develop a Facial tracking Android app using Android Studio and OpenCV, enabling the user to try on different kinds of shades and glasses before heading to a store.

Education

2019 – 2020 (Paused)   Porto University, Portugal
Master's in Computer Science

- Further my skills in Data structures and Algorithms, Parallel Programming and Embedded Systems

2015 – 2018   Polytechnic Institute of Cávado and Ave, Portugal
Bachelor's in Digital Games Development Eng.

- Learn Game Design, Computer Graphics, OpenGL, Unity and 3D Modelling.

2014 – 2015   Polytechnic Institute of Cávado and Ave, Portugal
Technological Specialization in Development Of Multimedia Products

Skills

C# | C | C++ | Python | Unity | Source Control | HTML | CSS | SQL | Agile | Scrum | Adobe CC | Maya

Projects

Zen Tap

Relaxing 2D Puzzle game made with Unity published for Android on the Google Play Store

Web Portfolio

Used HTML/CSS and jQuery to practice web development.

(More projects published there)

https://synthx00.github.io/

Helitack

Helicopter rescue game made with Unity. 3D Models were made using Maya.

https://youtu.be/6b7mHUVqKik