

Daniel Rangel

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<https://synthx00.github.io/>

Experience

05/2021 – Present

Porto, Portugal

Generalist Software Developer | Exaud

- Contributed to a dynamic Scrum team, collaborating on the development, testing and support of an interactive conferencing and icebreaking game using Unity Engine. I addressed bugs in all areas of the project, UI, Gameplay and Multiplayer ensuring smooth project operations. Photon Engine was used as the multiplayer backend service and Agora.IO for real-time VOIP integration.
- Took the role of Systems Engineer to design and implement a custom Windows 10 Pro image, automating installation procedures for client devices. Researched and integrated configurations to streamline the deployment of a Virtual Reality app with the achieved goal of enabling seamless system provisioning and readiness for end-users.
- Joined a newly formed team as a Unity Developer, contributing to the inception and development of a conferencing app, Exaud Meets. Played a pivotal role in the initial stages researching the MVC design pattern. As a developer I implemented core features including character customization, UI, and settings menus. Consistently ensured product integrity through bug resolution and unit testing.

09/2020 – 12/2020

Porto, Portugal

Unity Game Developer & Designer | Zen Tap – Self Employed

- Embarked on the journey of a solo-indie game creator by Planning, Designing, Developing, Marketing and Publishing a 2D puzzle game for Android Devices.

08/2018 – 09/2019

Porto, Portugal

Front-End Consultant | Celfocus & Vodafone

- Became a Scrum Team member focused on the front-end development and maintenance of the Cognitive Intelligence and Automation Suite (CIAS), a platform responsible to maintain service and avoid incidents on Vodafone's network across Portugal and Romania.

04/2015 – 07/2015

Braga, Portugal

Android Native Developer – Internship | mobiware mobile & webtechnologies

- Led the development effort as the primary Java developer in a collaborative project focused on creating a Facial Tracking Android app using Android Studio and OpenCV, enabling the user to try on different glasses designs before visiting the optician. In turn increasing user interaction with ads and delivering a faster service.

Education

2019 – 2020 (Paused)

Porto University, Portugal

Master's in Computer Science

2015 – 2018

Polytechnic Institute of Cávado and Ave, Portugal

Bachelor's in Digital Games Development Eng.

2014 – 2015

Polytechnic Institute of Cávado and Ave, Portugal

Technological Specialization in Development Of Multimedia Products

Skills

C# | C | C++ | Python | Unity | Git | HTML & CSS | SQL | Agile | Scrum | Adobe CC | 3DS Max | Maya