Daniel Rangel

Game Programmer

(+351)938014875
daniel.rangel96@outlook.com
https://synthx00.github.io/

Experience

04/2021 – Present   Porto, Portugal
Junior Software Developer | Exaud
- Implement gameplay features for a corporate conferencing and team-building multiplayer game developed in Unity using Photon.

08/2018 – 09/2019   Porto, Portugal
Consultant | Celfocus
- Answer to client support tickets through Jira
- Assist with Database connectivity issues.

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

09/2019 – In Progress   Porto University, Portugal
Master's in Computer Science
- Further my skills in Data structures and Algorithms
- Work with OpenMPI for parallel programming

09/2015 – 07/2018   Polytechnic Institute of Cávado and Ave, Portugal
Bachelor's in Digital Games Development Eng.
- Computer Graphics and Game Development using OpenGL and Unity.
- 3D Modelling with Maya

Skills

C# | C | C++ | Python | Unity | Git | HTML | CSS | SQL | Agile | DevOps | Adobe CC | Maya | MS Office

Projects

Zen Tap
Personal | Individual

Relaxing 2D Puzzle game for Android, Developed with Unity and C#.

Available on Google Play Store.

Web Portfolio
Personal | Individual

Made using HTML/CSS and jQuery to improve my Web Development Skills

https://synthx00.github.io/

Helitack
Academic | Team Project

Helicopter rescue game made with Unity and C#. Art and 3D models were made using Maya.