# Diogo Constantino

Programmer

I am a determined and loyal person. I am currently trying to get into the gaming industry so i can make amazing games that people can play and enjoy, while giving me feedback so i can improve myself in order to become the best Programmer out there. I am looking into for a apprenticeship or internship so i can gain experience in making games and i want to be helpful to the gaming industry, i can work well in teams, i am organized and i can be creative and do my work on time.

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#### **EDUCATION**

# **Creative Media Production**Cambridge Regional College

09/2019 - 06/2021

Cambridge

# **Economic Science**College Rainha D. Leonor

09/2015 - 07/2018

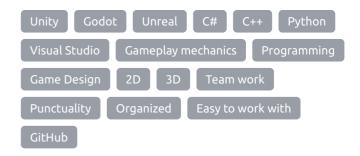
Caldas da Rainha, Portugal

#### **WORK EXPERIENCE**

#### **Game Developer** Self-employed

06/2021 - Present

### **SKILLS**



#### **PROJECTS**

Simple Endless Runner game (02/2021 - 04/2021)

 A Simple 2D endless runner that i posted onto multiple websites like, Itch.io, Newgrounds and Game Jolt

Graveyard Slash (02/2020 - 05/2020)

A 2D Platformer using Unity with pixel art posted on Itch.io.

# **REFERENCES**

References are available on request.

# **LANGUAGES**

English

Portuguese

Native or Bilingual Proficiency

Native or Bilingual Proficiency

Spanisl

Limited Working Proficiency

### **INTERESTS**

Games Pixel art Mechanics of Games Anime

Comics Learning & improving

Creating all types of game, 2D, 3D, with certain limits, unique mechanics and more.

Adding my games on Itch.io, Game Jolt, Newgrounds, etc.

Researching new softwares and technologies