

# 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

Unity

Godot

Unreal

C#

C++

Python

Visual Studio

Gameplay mechanics

Programming

Game Design

2D

3D

Team work

Punctuality

Organized

Easy to work with

GitHub

## 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

Native or Bilingual Proficiency

Portuguese

Native or Bilingual Proficiency

Spanish

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