Daniel Lopes

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WORK EXPERIENCE

Freelance   **Feb. 2025 - Present**
Software Developer (Unity/.NET/Automation) - Remote   *Remote*
- Delivered multiple small to medium projects for clients, including full Unity games, tools and features
- Developed a proof of concept feature for an RPG Unity project with dynamic AI-generated dialogue via OpenAI API, creating context-aware conversations to test player engagement.
- Designed backend services, authentication, databases and utility tools for game and non-gaming based clients, with a focus on automating repetitive tasks..
    o **Stack:** C#, Unity, .NET, OpenAI API, REST, WebGL, Firebase, SQL, AWS.

PhatFingers   **Feb. 2024 - Jan. 2025**
Senior Unity Developer - Hybrid   *Lisbon, Portugal*
- Phat Fingers, is a subsidiary of Voodoo based in Lisbon, focused on creating the next big hit in the casual mobile gaming space
- Led the integration of multiple legacy standalone titles into a new virtual pet game as embedded mini-games.
- Strategized with PMs and designers to improve retention metrics and provide actionable technical insights.
- Contributed and led development on the casual games team (devs, artists and game designers).
    o **Stack:** C#, Unity, .NET, GitHub, AWS, OpenAI API, Figma.

Volt Games   **Jul. 2020 - Jul. 2024**
Unity Developer - Hybrid   *Lisbon, Portugal*
- Volt Games is a mobile games studio founded in January 2020, where I joined as an early team member.
- Developed 40+ proof-of-concept hyper-casual games, creating gameplay core loops, UI, analytics integration, and polish.
- Collaborated on an ambitious company-wide project, a midcore football game with blockchain integration.
- Built reusable Unity tools and packages for shops, collection systems, and backend features.
    o **Stack:** C#, Unity, .NET, GitHub, Firebase, AWS, Polygon, Web3 SDK, FMOD.

World IT   **Oct. 2019 - Jun. 2020**
Backend Twilio Developer (Postgrad Thesis Internship) - On-site   *Lisbon, Portugal*
- Developed an Android app integrating multiple Twilio SDKs (voice, SMS, chat) with the company's .NET backend platform. Evaluated Twilio's technology against other VoIP services as part of the academic thesis.
    o **Stack:** .NET(C#), Android Studio, Java/Kotlin, REST APIs, Twilio SDK.

EDUCATION

Nova University - School of Science and Technology (FCT NOVA)   **2014 - 2019**
Postgrad Degree in Computer Science and Engineering   *Caparica, Portugal*
Nova University - School of Science and Technology (FCT NOVA)   **2014 - 2019**
Bachelor Degree in Computer Science and Engineering   *Caparica, Portugal*

SKILLS

- **Programming Languages:** C#, Java, C, C++, HTML/CSS/JavaScript, SQL, OCaml, Python
- **Game Development:** Unity (gameplay, tooling, UI, animation, fake multiplayer, IAP purchases, remote content delivery, turn-based multiplayer, AI NPC dialogue generation), Figma, FMOD, Polygon, Mixamo.
- **Backend & Cloud:** .NET, REST, Firebase, AWS, databases.
- **Languages:** Fluent in English, Portuguese, Hungarian and limited proficiency in Spanish.