Daniel Lopes

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WORK EXPERIENCE

Phat Fingers   **January 2024 – September 2024**
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.
- As a Senior Unity Developer,
  - Developed casual games as a part of a three-person team.
  - Collaborated with other developers on games and planned tasks and timelines.
  - Met daily with PMs and game designers to strategize around game retention metrics, by brainstorming new game concepts or pivoting current ones, and giving insights into the technical implementation.
- A challenging project I worked on was the migration of some of the company's past standalone games (unity projects) as mini-games inside a bigger virtual pet game.

Volt Games   **July 2020 – January 2024**
Unity Developer - Hybrid   *Lisbon, Portugal*
- Volt Games is a mobile games studio founded in January 2020, as an ambitious startup, where I joined as an early team member.
- As a Unity Developer,
  - Developed over 35 Proof of Concept (POC) games to test and analyze retention metrics in the hyper-casual mobile gaming space.
  - Worked on an ambitious company-wide project, a midcore football game with blockchain integration.
  - Created unity packages for common game features such as Shops, Weekly Quests, Achievements.
- My responsibilities ranged from crafting core systems and refining gameplay loops to implementing UI, animations, polish, SFX/Music through FMOD, and integrating analytics APIs.

World IT   **October 2019 – June 2020**
Twilio Integration Developer (Postgrad Thesis Intern) - On-Site   *Lisbon, Portugal*
- Worked with Android Studio to build an app that integrated multiple Twilio SDKs (voice, sms, chat), with the company's server-side platform.
- The academic scope of the thesis was comparing Twilio's technology with other popular VoIP services.

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

- **Technical Skills:** Over 4.5 years of experience in Unity3D, proficient in Github for version control and collaboration, with extensive programming experience in C# and Java, along with varying exposure to C, React, C++, SQL, HTML/CSS/Javascript and OCaml in various academic projects.
- **Soft-Skills**: Strong communication with game designers and artists, versatile in solo or team settings, and quick adaptability to new technologies and methodologies.
- **Languages:** Fluent in English, Portuguese, Hungarian and limited proficiency in Spanish.