

David Rocha

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SUMMARY

I am a passionate software engineer dedicated to building innovative solutions. Continuously learning and mastering new technologies to deliver the best products.

EDUCATION

Faculty of Engineering, University of Porto

BSc and MSc Degree in Computer Science and Engineering

Porto, Portugal

Sep 2018 – Jul 2023

Faculty of Mathematics and Computer Science, University of Łódź

Erasmus+ Mobility Programme

Łódź, Poland

Oct 2022 – Feb 2023

EXPERIENCE

Junior Software Engineer

Arkadium

Oct 2023 – Present

Porto, Portugal

- Delivered game updates aligned with product requirements, quality standards, and production schedules.
- Collaborated with partners such as AARP, Microsoft, and USA Today to deliver game updates on their platforms.
- Actively worked on the integration of 2nd and 3rd party games.
- Technologies: Typescript, Javascript, HTML5, PIXI.js, Phaser

Intern (MSc Thesis Development)

ZeroZero

Feb 2023 – Jul 2023

Porto, Portugal

- Developed a novel metric for evaluating text diversity in news feeds over time.
- Improved an NLG (Natural Language Generation) system.
- Technologies: Python

PROJECTS

TimeHopper | C#, Unity

Apr 2022 – Jun 2022

- Developed a 3D horde-style game with Unity.
- Implemented core mechanics such as moving and shooting.

Rushing B | C#, Unity

Feb 2022 – Apr 2022

- Developed a 2D side-scroller game using Unity.
- Designed and implemented all game artwork.

CERTIFICATES

Cambridge Certificate in Advanced English (CAE)

Cambridge Assessment English

Jun 2015

SKILLS

Technical: Javascript, Typescript, C, C++, Python, Java, HTML5, CSS3, PHP, Laravel, Node.js, React.js, Bootstrap, MySQL, PostgreSQL, MongoDB, Firebase, Git, Docker, Unity, WebGL, PIXI.js, Phaser, Three.js, SDL2, Pandas
Languages: Portuguese (Native), English (Fluent), Spanish (Conversational)