José David Rocha

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🔗 davidrocha9.github.io

PROFILE

I am a proactive and motivated 24-year-old tech enthusiast passionate about game development. Alongside my love for gaming, I find joy in travelling, practising sports, and engaging in social activities, all of which push me beyond my comfort zone. Through years of sports involvement, I have embraced values like teamwork, mutual support, healthy competition, and relentless determination. I continuously seek inspiration to optimize my work and become not only a better professional but also the best version of myself. My ultimate goal is to craft not just great games, but unforgettable experiences that leave indelible memories.

LANGUAGES

Portuguese ● ● ● ● ●
English ● ● ● ● ○
Spanish ● ● ○ ○ ○

SKILLS

Programming Languages
Python, C#, C++, Java, Javascript

Web Development
HTML5, CSS3, PHP, Laravel, Node.js, React.js, Bootstrap

Database Management
MySQL, PostgreSQL, MongoDB, Firebase

DevOps
Git, GitHub Actions, Docker

Computer Graphics
Unity, WebGL

Data Analysis
Pandas, NumPy, Matplotlib, Seaborn

CERTIFICATES

Cambridge Certificate in Advanced English (CAE)
Cambridge Assessment English | 2015

EXPERIENCE

Junior Software Engineer
Arkadium
10/2023 – present | Porto, Portugal (Remote)
- Delivered game updates that meet product requirements, quality standards and production schedules
- Worked alongside partners (AARP, Microsoft, Usa Today) to deliver game updates to their platforms
- Optimized game performance, refactored code, integrated third-party libraries, actively fixed defects and addressed user feedback
- Effectively understood and utilized standardized technical tools, processes and templates
- Worked proficiently with a multidisciplinary team, while recommending improvements in all areas of development
- Worked with the team to clarify requirements, project progress, code decisions and timelines

Internship (Master's Thesis Development)
ZeroZero
02/2023 – 07/2023 | Gaia, Porto, Portugal
In a professional work environment, I actively engaged in collaborative discussions with a team of professionals to develop my Master's Thesis. I gained valuable experience and showcased my strong problem-solving skills in tackling any challenges that arose during the development phase.

EDUCATION

Master's Degree
Faculdade de Engenharia da Universidade do Porto
2021 – 2023 | Porto, Portugal
  Completed with a grade of 18/20

Erasmus+ Mobility Programme
Wydział Matematyki i Informatyki Uniwersytetu Łódzkiego
09/2022 – 02/2023 | Łódź, Poland
  Completed with a grade of 4.81/5

Bachelor's Degree
Faculdade de Engenharia da Universidade do Porto
2018 – 2021 | Porto, Portugal
  Completed with a grade of 15/20

PROJECTS

Master's Thesis
Evaluation of Text Diversity over time for Automatically Generated Texts in Sports Journalism
2023
- Developed a novel metric which evaluated text diversity over time in news feeds
- Contributed to NLG system Prosebot ⧉
- Made with Python and React.js

Other
Bloom Sort ⧉
Replica of the game Bloom Sort

Super Collapse ⧉
Replica of the game Super Collapse

Rushing B ⧉ and **TimeHopper** ⧉
2D side-scroller and 3D horde-like games | 2022
- Made with Unity