David Rocha

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SUMMARY

Software engineer with strong problem-solving skills and a product mindset. Experienced in building and shipping user-focused applications from concept to production.

EXPERIENCE

Software Engineer — Jan 2025 – Present
BeYourBest™ — *Oslo, Norway (Remote)*

- Contributed to the development of mobile, web, and VR applications used by 7,000+ monthly active users.
- Played a key role in the mobile app UI revamp and major web UI improvements for the VR platform.
- Collaborated with UX designers and engineers across the full development cycle.
- Worked on both the React-based web applications as well as Unity VR codebase.
- Promoted from Junior Software Engineer to Software Engineer after a successful first year.
- Winner of the Company Summer Hackathon 2025.

Junior Software Engineer — Oct 2023 – Dec 2024
Arkadium — *Lisbon, Portugal (Remote)*

- Maintained browser games played by 18M+ monthly users and delivered updates for high-profile platforms including The Washington Post, AARP, MSN, and USA Today.
- Collaborated directly with the Microsoft Games team on titles such as *Microsoft Mahjong 3D* and *Gravity Blocks*.
- Supported 2nd and 3rd party studios through the Arkadium for Developers initiative, assisting with game integrations.
- Awarded 2024 Q3 Employee of the Quarter.

MSc Internship (Thesis) — Feb 2023 – Jul 2023
zerozero — *Porto, Portugal (Hybrid)*

- Developed a novel metric for evaluating text diversity in sports news feeds over time.
- Improved *Prosebot*, an NLG system, by detecting and flagging repetitive generated news titles.

EDUCATION

Faculty of Engineering, University of Porto — Porto, Portugal
BSc & MSc in Computer Science and Engineering — *Sep 2018 – Jul 2023*

Faculty of Mathematics and Computer Science, University of Łódź — Łódź, Poland
Erasmus+ Mobility Programme — *Oct 2022 – Feb 2023*

PROJECTS

Evaluation of Text Diversity over time for Automatically Generated Texts in Sports Journalism
Msc Thesis

- Developed a metric to evaluate textual diversity over time in automatically generated sports news.
- Integrated the metric into an existing NLG system (Prosebot) to detect repetitive content and improve output diversity.
- Technologies: Python

CERTIFICATES

Cambridge Certificate in Advanced English (CAE)
Cambridge Assessment English — *Jun 2015*

SKILLS

Technologies: JavaScript, TypeScript, React, Material-UI, Unity, C#, HTML5, CSS3, Phaser.js, PixiJS, Three.js, WebGL, Python
Languages: Portuguese (Native), English (Fluent), Spanish (Conversational)