

David Rocha

davidsoutorocha@gmail.com | linkedin.com/in/josedavidrocha | github.com/davidrocha9 | Phone - Upon request

SUMMARY

Proactive and motivated software engineer with a passion for game development. Dedicated to creating engaging and memorable gaming experiences that inspire and connect players. Skilled in leveraging modern technologies to develop innovative solutions and deliver high-quality 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.

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.

PROJECTS

Rushing B | *C#, Unity*

Feb 2022 – Apr 2022

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

TimeHopper | *C#, Unity*

Apr 2022 – Jun 2022

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

Neutreeko | *Python, pygame*

Apr 2022 – Jun 2022

- Developed a 2D board game using pygame.
- Created playable AIs with varied difficulties using the Minimax algorithm.

Super Collapse | *JavaScript, PIXI.js*

Apr 2022 – Jun 2022

- Developed a 2D prototype of Super Collapse using PIXI.js.

Connect Four | *C++, SDL2*

Apr 2022 – Jun 2022

- Developed a 2D prototype of Connect Four using C++ and SDL2.
- Implemented a playable AI using the Minimax algorithm.

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, SDL2, Pandas

Languages: Portuguese (Native), English (Fluent), Spanish (Conversational)