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Dinis Correia

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Education

Vila Nova de Gaia, Portugal	**Colégio de Gaia**	**Sep 2021	Jul 2024**

- Computer and Multimedia Technologies Technician.

Porto, Portugal	**Instituto Superior de Engenharia do Porto**	**Sep 2024	Present**

- Bachelor's degree in Computer Science Engineering.

Work Experience

VR Game Developer	**Psychosocial Rehabilitation Laboratory - LabRP**	**Jun 2023 – Apr 2024**

Porto, Portugal
- VR Game Development
- I've worked on developing virtual reality tools to help people control anxiety.

Freelancer		**Apr 2024 – Present**

Remote
- Web Development
- I have developed several websites for small companies that want to improve their digital presence.

Skills

- Programming Languages: Javascript/HTML/CSS, PHP, Typescript, C#, SQL
- Frameworks and Libraries: React.js, Tailwind CSS, Express.js, Node.js
- Tools: Git, Unity, Jira

Projects

- **Breathscape VR** (https://github.com/dinisjcorreia/BreathscapeVR) Breathscape VR is a virtual reality application designed to promote relaxation through auditory and visually guided breathing exercises. Unity, C#, PHP
- **NatuReal** (https://github.com/hugo2006alm/natureal) NatuReal is a bird watching webapp with daily challenges, friends, leaderboard, publication feed and more. PHP, Tailwind CSS, Daisy UI
- **BiblioUP** (BiblioUp is a platform that allows users to request books that are available in a library.) BiblioUp is a platform that allows users to request books that are available in a library. React.js, Node.js, Express.js, Javascript
- **SmianSwitch** (https://github.com/dinisjcorreia/SmianSwitch) SmianSwitch is a 2D platformer with 3 levels and a final boss fight. The game is based on the evolution of the human species and the change of perspective. C#, Unity

Awards

- **1st place hackaton - CodeSpring** (Instituto Superior de Engenharia do Porto) April 2024