



Diogo Frazão

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SUMMARY	<p>I am a Game Programmer with very strong skills in C#, C++ and 3D maths. I am an expert user of Unity & Unreal Engine and have developed both single-player and multiplayer projects within the engines, receiving awards for creating high-end and engaging experiences.</p> <p>Used to work in indie teams with crucial time management and structure the studio activity with day-to-day team management, Business and Production Plans, Press-Kit and Press Releases.</p>
SKILLS & ABILITIES	<ul style="list-style-type: none">● Highly skilled using C++, C# and OOP languages.● Spent the past 3+ years creating press-awarded video games projects inside Unity and Unreal Engine.● Strong 3D mathematical skills.● Knowledgeable of widely-used technologies and languages such as OpenGL, Multiplayer and Networking, automation tools inside Unity and Unreal Engine and Git/Github.
RELEVANT EXPERIENCE	<p>GAME PROGRAMMER INTERN, REDCATPIG STUDIO</p> <p>February 2023 – June 2023</p> <ul style="list-style-type: none">● Worked on KEO, a multiplayer vehicle combat game, performing tasks related to gameplay and vehicle physics, as well as UI programming.● Gained hands-on experience with the ECS Quantum Engine and its scripting API based on unsafe C# environments that was new to me, which significantly influenced my problem-solving skills.● Worked closely with artists and designers, and collaborated daily with a team of 7 other programmers.

RELEVANT EXPERIENCE	<p>FREELANCE GAME DEVELOPER, VOODOO</p> <p>April 2022 – September 2022</p> <ul style="list-style-type: none"> • Taught by Voodoo’s industry veterans on the mobile industry and developing hypercasual games. • Developing mobile hypercasual prototypes guided by Voodoo's Publisher Managers. <p>GAME DEVELOPER, RIO STUDIOS</p> <p>February 2021 – September 2022</p> <ul style="list-style-type: none"> • Developed 3 complete games using Unity and Unreal Engine which resulted in a total of 20 press articles, 9 awards nominations and winner of Best Narrative Game and Games for Good by Playstation® Awards. • Responsible for all programming and in-engine tasks for all the games developed.
EDUCATION	<p>BACHELOR’S DEGREE IN GAMES AND MULTIMEDIA – IPLEIRIA, PORTUGAL</p> <ul style="list-style-type: none"> • Specialized in Programming with C# and C++. • Writing Documentation for Design, Marketing and Business(GDD, Marketing and Business Plans, Social Networks). <p>COMPLETED 20+ COURSES ON UDEMY (ONLINE PORTAL)</p> <ul style="list-style-type: none"> • Completed 20+ courses on Udemy (online portal)- Specialized in Gameplay Programming, OpenGL, AI and Mathematics using C#, C++, Unity and Unreal Engine.
OTHER ACCOMPLISHMENTS	<ul style="list-style-type: none"> • PlayStation® Awards 2022 Winner- Games for Good. • PlayStation® Awards 2021 Winner- Best Narrative Game. • Earned Unity’s LinkedIn Skill Assessment badge. • Ambassador and member of the Voodoo Academy program. • Participated in more than 5 game jams, both online and in-person. • Had over 20 press articles written in 4 different idioms for my videogames. • Featured on Itch.io’s and Indie DB’s front page. • Experience managing small game development teams with crucial time management. • Created my own 2D GameEngine using C++. • Game Dev Awards Student Edition 2020 Host and organiser.