Diogo Frazão

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SUMMARY	I am a Game Programmer with 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. 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.
SKILLS & ABILITIES	- 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 automation tools inside Unreal Engine, Multiplayer and Networking, OpenGL and Git/Github.
RELEVANT EXPERIENCE	**UNREAL ENGINE DEVELOPER, ALDERON GAMES** September 2023 – Present - Developing and implementing new gameplay features within the Unreal Engine. - Collaborating with designers, artists, and other programmers to create optimal, scalable solutions. - Debugging, optimizing, and ensuring software stability in the game's engine. **GAME PROGRAMMER INTERN, REDCATPIG STUDIO** February 2023 – June 2023 - Worked on KEO, a multiplayer vehicle combat game, performing tasks related to gameplay and vehicle physics, as well as UI programming.

RELEVANT EXPERIENCE	● 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. **FREELANCE GAME DEVELOPER, VOODOO** April 2022 – September 2022 ● Taught by Voodoo's industry veterans on the mobile industry and developing hypercasual games. ● Developing mobile hypercasual prototypes guided by Voodoo's Publisher Managers. **GAME DEVELOPER, RIO STUDIOS** February 2021 – September 2022 ● 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	**BACHELOR'S DEGREE IN GAMES AND MULTIMEDIA – IPLEIRIA, PORTUGAL** ● Specialized in Programming with C# and C++. ● Writing Documentation for Design, Marketing and Business(GDD, Marketing and Business Plans, Social Networks). **COMPLETED 20+ COURSES ON UDEMY (ONLINE PORTAL)** ● Completed 20+ courses on Udemy (online portal)- Specialized in Gameplay and Tools Programming, OpenGL, AI and Mathematics using C#, C++, Unity and Unreal Engine.
OTHER ACCOMPLISHMENTS	● 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.