



## Diogo Frazão

Email: [diogofrazao.work@gmail.com](mailto:diogofrazao.work@gmail.com), Phone: +351 963 540 653, Portfolio: [diogo-frazao.github.io](https://diogo-frazao.github.io)

SUMMARY	<p>I am a Game Programmer with strong skills in C++, C#, and 3D maths. Over the years, I've worked with Unreal, Unity, and third-party engines on singleplayer and multiplayer projects for PC, consoles, and mobile.</p> <p>Experienced in collaborating with other disciplines in the studio and skilled in debugging, optimization, and maintaining technical documentation.</p>
SKILLS & ABILITIES	<ul style="list-style-type: none"><li>• Strong C++, C# and 3D mathematics skills.</li><li>• 3 years creating video games in Unreal, Unity, and third-party engines for PC, consoles, and mobile.</li><li>• Proven experience working in gameplay, networking and UI programming.</li><li>• Familiar with Agile methodologies and industry-standard version control systems.</li></ul>
RELEVANT EXPERIENCE	<p><b>UNREAL ENGINE PROGRAMMER, ALDERON GAMES</b> September 2023 – Present</p> <ul style="list-style-type: none"><li>• Working on Path of Titans , a multiplayer live-service dinosaur videogame in active development for PC, PlayStation®, Nintendo Switch™, Xbox and mobile devices.</li><li>• Improved server and client performance by reworking bones, ragdolls, and movement code, allowing 200 players per server and achieving up to an 80% framerate improvement in crowded areas.</li><li>• Worked on UI &amp; Gameplay features, as well as bug fixing for mobile devices, PC &amp; consoles, ensuring the game's stability as a live service.</li></ul> <p><b>GAME PROGRAMMER INTERN, REDCATPIG STUDIO</b> February 2023 – June 2023</p> <ul style="list-style-type: none"><li>• Worked on KEO, a multiplayer vehicle combat game, performing tasks related to gameplay and vehicle physics, as well as UI programming.</li><li>• 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.</li><li>• Worked closely with artists and designers, and collaborated daily with a team of 7 other programmers.</li></ul>

RELEVANT EXPERIENCE	<p><b>FREELANCE GAME DEVELOPER, VODOO</b></p> <p>April 2022 – September 2022</p> <ul style="list-style-type: none"> <li>● Taught by Voodoo’s industry veterans on the mobile industry and developing hypercasual games.</li> <li>● Developing mobile hypercasual prototypes guided by Voodoo's Publisher Managers.</li> </ul> <p><b>GAME DEVELOPER, RIO STUDIOS</b></p> <p>February 2021 – September 2022</p> <ul style="list-style-type: none"> <li>● 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.</li> <li>● Responsible for all programming and in-engine tasks for all the games developed.</li> </ul>
EDUCATION AND ACCOMPLISHMENTS	<ul style="list-style-type: none"> <li>● Degree in Games and Multimedia – IPEiria, Portugal <ul style="list-style-type: none"> <li>○ Specialized in Programming with C# and C++.</li> <li>○ Writing Documentation for Design, Marketing and Business(GDD, Marketing and Business Plans, Social Networks)</li> </ul> </li> <li>● PlayStation® Awards 2022 Winner- Games for Good</li> <li>● PlayStation® Awards 2021 Winner- Best Game Narrative</li> <li>● Spotlight Awards 2022 Nominee for Best Student Game</li> <li>● Participated in more than 5 game jams, both online and in-person</li> <li>● Had over 20 press articles written in 4 different idioms for my videogames</li> <li>● Featured on Itch.io’s and Indie DB’s front page</li> <li>● Earned Unity’s LinkedIn Skill Assessment badge</li> <li>● Ambassador and member of the Voodoo Academy program</li> <li>● Game Dev Awards Student Edition 2020 Host and organiser</li> <li>● Created my own 2D Game Framework using C++ and OpenGL</li> </ul>