

# Diogo Ribeiro

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I'm Diogo Ribeiro, a technology loving person, having recently achieved a Master's Degree in Informatics and Computer Engineering. My main areas of interest are videogame development, computer graphics, mobile and web development and a little bit of networks. I'm a dedicated, hard-working person, and I do everything I can to overcome any challenge.

## PERSONAL INFORMATION

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Born December 6th, 1992 in Chaves (Portugal)  
Citizenship: Portuguese

## EDUCATION

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2011 - 2016 **FACULTY OF ENGINEERING OF UNIVERSITY OF PORTO**  
**PORTO, PORTUGAL**  
Master in Informatics and Computer Engineering

## THESIS

**Title:** "Pevasive game for skin cancer prevention".

**Description:** The lack of effective prevention methods can lead to the contraction of the severe disease known as skin cancer. To help increase the prevention of this disease, a game was developed with the collaboration of Liga Portuguesa Contra o Cancro, a portuguese non-profit and non-governmental organization that provides support for oncological patients and promotes cancer prevention.

## EXPERIENCE

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Summers 2006 – 2015 **SHOP ASSISTANT**  
Ourivesaria Acácio Jorge, Chaves, Portugal

Assistant at a jewelery shop

02.2015 – 06.2015 **GAME DESIGNER / SOFTWARE DEVELOPER**  
LGP Challenge, FEUP

Part of a 7-person team, including 5 developers and 2 designers which developed "**Hit the Beat**", a rhythm-based videogame developed for Microsoft, in the course of LGP. Developed

in the Unity engine, it was developed as a Universal App, running in all Windows devices. Gameplay experience on a smartphone or a tablet is different than in the computer, which also features Xbox One/360 controller support.

**09.2015 – 02.2016      SOFTWARE DEVELOPER**  
**LDSO Course, FEUP**

Part of a 6-person team which developed **IdeaTouch**, a very simple and easy to use ideation/idea management platform, which is result driven. IdeaTouch emulates a multi-touch system using individual devices. Each person may use their smartphone, tablet or computer to access IdeaTouch and contribute with their ideas and opinions on a problem under discussion.

**02.2016 – 06.2016      GAME DESIGNER / SOFTWARE DEVELOPER**  
**Digital Games Course, FEUP**

Part of a 4-person team consisting of 1 developer, 1 sound designer and 2 3D/2D designers that developed two games for the course of Digital Games. **Guardians of Tech** is a 2D tower defense game developed in *Stencyl*. **Project.EXE** is a 3D action platformer developed in Unity.

**03.2016                      GAME DESIGNER / SOFTWARE DEVELOPER**  
**Porto Graphics GameJam 2016**

Part of a 4-person team that participated in a 32-hour marathon to develop a videogame.

## WORK

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**11.2016                      Barren Nebula**  
**Google Play and Microsoft Store**

Game developed by me, using several creative commons and Unity's Asset Store assets.

## HARD SKILLS

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**Advanced**  
Unity 2D and 3D, C#

**Intermediate**  
Agile development (Scrum), Java, C++, C, HTML, JavaScript, Git, NodeJS, OpenGL, SQL, Database

**Beginner**  
Phaser, Unreal Engine 4, Android SDK, AngularJS, Prolog, CSS

## LANGUAGES

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**Portuguese** - Native speaker.

**English** - Highly proficient reader and writer, fluent speaker.

**Spanish** - Highly proficient reader and writer, fluent speaker.