

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

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

EDUCATION

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

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.

02.2017 – 4.2017 BACKEND DEVELOPER
OceanXbox

IT/Backend developer and integration of cloud solutions.

03.2016, 04.2017 GAME DESIGNER / SOFTWARE DEVELOPER
Porto Graphics GameJam 2016, 2017

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

10.2017 – Present ORACLE SOA & BPM CONSULTANT
eProseed

PERSONAL WORK

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

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

Portuguese - Native speaker.

English - Highly proficient reader and writer, fluent speaker.

Spanish - Highly proficient reader and writer, fluent speaker.