



DIOGO VASCONCELOS

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SUMMARY

Worked for 3+ years in Software development, being experienced in Object-oriented programming and software development life cycle. Although having a Master in Mechanical Engineer, my main interest and fascination is programming.

EXPERIENCE

Software Engineer, Real Games LDA

Porto, Portugal — 2012-2015

Worked in the development life cycle of three products - Home I/O, Connect I/O and Factory I/O, while being responsible for coordinating two other software engineers.

Projects/Accomplishments

Factory I/O - Unity3D project

- Developed the editor mode, undo/redo system, objects placement (voxel-based system) and integration of Bullet Physics Engine.
- Responsible for all the UI implementation (Unity's UI, NGUI)

Connect I/O - .NET project

- Developed the interface with third party technologies (TCP/UDP, Memory-Mapped Files, Industrial communication protocols like Modbus/OPC).

Home I/O - Unity3D project

- Responsible for all the UI implementation (Scaleform/Adobe Flash/AS 3.0)
- Developed the real-time heat transfer simulation model.

INDEPENDENT PROJECTS

Numboggle

Puzzle mobile game, available in Android, iOS and Windows 10
Developed in Unity3D

SKILLS

- C# .NET, C++, Java, SQL, XML, UML
- Visual Studio, Git, Unity3D

EDUCATION

Faculdade de Engenharia da Universidade do Porto, Porto

Master of Mechanical Engineering, Major in Automation — 2007-2012

České vysoké učení technické v Praze, Prague

Erasmus Programme, Mechanical Engineering — 2010-2011

INTERESTS

Programming, technology, video games, outdoors, biking.

