DV

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SUMMARY

Worked for 5+ years in Software development, mainly in Game development.
Masters in Mechanical Engineer - Automation, but my main interest is Programming.
Seeking for a development opportunity in Machine Learning.

EXPERIENCE

UI Programmer, Avalanche Studios
Stockholm, Sweden — 2016-Present

Worked in the development of an "Unannounced AAA" Game, being the main/solo UI programmer.

Junior — 2016 - 2017
- UI development: Backend/Game (C++) and Frontend/Scripting (Scaleform/AS 3.0).
- Gameplay and Game Systems development.

Experienced — 2017 - Present
- Improved the Model-View-Controller pattern.
- Optimized the data/state communication between game and UI.
- Parallelization and threading work (UI system mainly).
- Mentored one junior programmer.

Software Engineer, Real Games LDA
Porto, Portugal — 2012-2015

Worked in the development of these 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 (v1.0 and v2.0) - Unity3D project
Unity Awards 2016 Winner - Best VizSim Project

- Developed the editor mode, undo/redo system, objects placement (voxel-based system) and the UI (Unity UI, NGUI).

Connect I/O - .NET project
- Developed the interface with third party technologies (TCP/UDP, Memory-Mapped Files, Modbus/OPC).

Home I/O - Unity3D project
- Developed the real-time heat transfer model and the UI (Scaleform/AS 3.0).

INDEPENDENT PROJECTS

Numboggle - Mobile game
Puzzle mobile game, developed in Unity3D. Available for Android, iOS and Windows 10.

Machine Learning - Personal Development
Completed MOOCs:
- Machine Learning - Andrew Ng - Coursera
- Deep Learning Specialization - Andrew Ng - Coursera

SKILLS

- C++, C# .NET, Python
- Game dev, UI, Agile/Scrum, OOP
- Visual Studio, Git, Perforce, Unity3D
- Machine Learning, Neural Networks, Numpy, Tensorflow, Keras