

# Diogo Marques

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## Personal Data and Contacts

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## Education, formation, and internship

[2023] I'm finishing my master's in computer engineering at the **Faculty of Sciences of the University of Lisbon** with specialization in *Interaction and Knowledge*.

[2019] 3-month internship at t-insight as a full-stack *WordPress* developer

[2015-2019] Graduated in **Computer Engineering** at the **Faculty of Sciences of the University of Lisbon**.  
Average score: 16.14 out of 20

[2014] Certificate in Advanced English (CAE) - **CEFR Level C1**

[2013] HTML5 course at NOVA School of Social Sciences and Humanities

## Awards and participations

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[2018] Monitor for Verão na ULisboa – I led two sessions on Scratch programming for high school students

[2016/2017] Second year Academic Merit Certificate

[2015/2016] First year Academic Merit Certificate

[2015] 1<sup>st</sup> place in FCUL Rally Pro – Our team was awarded a scholarship for Computer Science related courses at the Faculty of Sciences

[2015] 1<sup>st</sup> place in XV RoboCup Portugal Open – Junior Rescue (Line)

## Game jam participations

- **Harvest Defense** [2023] – <https://gitlab.com/pixelized-anarchy-ld52/ld52> (LD 52 Jam)
- **The Lava Is Floor** [2021] – <https://gitlab.com/diogotito/the-lava-is-floor> (WOWIE 3.0)
- **Hush My Child** [2021] – <https://gitlab.com/diogoalmiro/gamejam2021> (GGJ)
- **unBroken Dreams** [2020] – <https://globalgamejam.org/2020/games/unbroken-dreams-6>
- **Homesek** [2019] – [https://github.com/diogotito/Homesek\\_GGJ2019](https://github.com/diogotito/Homesek_GGJ2019) (GGJ)

## Projects

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### ModEst (master thesis project)

A visualization dashboard on the student flow in the Portuguese education system.

Available at <http://modest.lasige.di.fc.ul.pt/desenvolvimento/>.

The technologies involved were **Python** (with Plotly Dash, Pandas and NumPy), **React**, **Docker**, Nginx, uWSGI and Ubuntu.

### Web development internship

I participated in the development of the new WordPress website for the Portuguese Basket Federation (FPB) that lives in <https://www.fpb.pt/>. I wrote a content migration tool in **PHP** that fetched articles and files from a JSON endpoint provided by the previous CMS and recreated the content with the correct taxonomies with WordPress's functions. I also implemented article filtering controls and site-wide search both in the front-end (with **JavaScript**, jQuery, HTML, SVG and CSS) and in the back-end (in a custom **WordPress** theme).

### VASelfCare

I wrote a small framework to aid the implementation of an expert system in CLIPS, a rule-based language, and integrated it with an **Android** app developed with the **Unity** game engine. Figuring out how to integrate CLIPS, a C code base, with Scripts written in **C#** for a game engine running on Android, having everything properly compiled and communicating through JNI and having the CLIPS code (including my framework) working correctly ended up being a considerably long part of my work.

The app features a virtual assistant that tracks the health of elder patients with type-2 diabetes and employs behaviour-change techniques in the dialogs to guide them to improve their lifestyles.

### Smaller projects and experiments

See <https://diogotito.github.io/> and <https://github.com/diogotito/GBA-saves-gallery> (a web app)

### A few small open-source contributions

- [bitwarden-to-keepass](#)
- [bitwarden-rofi](#)
- [janus](#)
- [PyUserInput](#)

### ABRA

A small typing game made with web technologies that I developed with friends.

It's hosted at <https://abra.fly.dev/> and the source code is available at [GitHub](#).

## Technologies

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### Programming languages

I currently feel more competent writing in

1. JavaScript
2. Python
3. C#
4. Ruby
5. Java

I have also written code in C, Pascal, LaTeX, PL-SQL and x86 assembly (for a course assignment). I have automated tasks in a variety of shell and scripting languages like Bash, PowerShell, Lua and AutoHotKey. I occasionally dabble in writing Ruby (my favourite) and Haskell or learning a new programming language to expose myself to newer ideas in expressing computer programs (ex.: Elm, Pony, APL). I have special interests in CG, game engines (I've tried Unity, Godot and Defold), desktop GUI toolkits and front-end development in general, but I enjoy some back-end development too. I have an ongoing interest in becoming capable of writing C++ and some other systems programming language like Rust.