DIOGO CUNHA

PROFILE

"Seems like a cool idea, I think I can do it!"

This one single phrase got me not only into engineering, but also into all sorts of projects. Curiosity, creativity and enthusiasm helped me turning ideas into "things" which made me stand out both in my work and my personal hobbies. With these characteristics, throughout my life, I managed to achieve academic honours and win engineering competitions, but also get into activities that are not quite the engineer stereotype."

EXPERIENCE

Self-Employed

Lisbon, Portugal

VR DEVELOPER

Jan 2021 - Present

• I am the main developer and technical artist in a team of 2 developing a VR game.



Perspectum

Oxford, UK

DATA SCIENTIST

April 2019 - Jan 2021

- Saved thousands of company working hours automating extremely laborious and complex manual processes using deep-learning applied to 3D medical Imaging
- · Developed user-friendly API based pipelines to facilitate processes otherwise time-consuming
- Developed tools for data-visualization that are used across multiple teams
- Developed 3D visualizations of MRI images for business and marketing purposes

Joysys

Graz, Austria

PRODUCT DEVELOPER - PART-TIME

Feb 2018 - Aug 2018

· Worked on the documentation, legislation and early-stage development of medical software

Institute of Neural Engineering

Graz, AT

MASTER'S THESIS RESEARCH INTERN

Jan 2018 - Aug 2018

• I managed my own project developing a mind-controlled game using machine learning on EEG data

MATLAB' Data Processing Paradigm Design C#/Unity Machine Learning

EDUCATION

BSc & MSc in Biomedical Engineering and Biophysics

University of Lisbon

Sep 2013 - Nov 2018

Specialised in data analysis



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Portugal

SKILLS

Programming: Python, C#, Bash,

MATLAB

3D Image: Blender, ITK-SNAP, Unity Developer Tools: Git, Docker, AWS

Misc: Adobe Photoshop, Adobe AfterEfects, LaTeX

LANGUAGES

Portuguese Native English C2 Spanish В1

INTERESTS

Design Bossa Nova KiteSurf Bouldering Longboard Virtual Reality