


# Márcio da Silva Rocha

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## EDUCATION

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### Master's Degree in Computer Science

2019 – present

*Universidade do Minho*

TBD

- Specialization: Distributed Systems and Application Engineering
- Complementary fields: Parallel Computing and Introduction to Natural Language Processing

### Bachelor's Degree in Digital Games Development Engineering

2016 – 2019

*Instituto Politécnico do Cávado e do Ave*

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- Areas of focus: algorithms and data structures, software analysis and development, computational mathematics, programming paradigms, game development techniques, computer graphics, data storage and access, 3D and network programming, artificial intelligence applied to games

## SKILLS

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- Languages: C, C++, C#, Swift, Pascal, *Python*, Java, HTML, CSS, JavaScript, SQL and HLSL
- Databases: MySQL, PostgreSQL and MongoDB
- IDE tools: Visual Studio, Visual Studio Code, Android Studio and IntelliJ
- Frontend/Backend development tools: Hibernate, Spring, Node.js, React.js, Next.js, Vue.js and Postman
- UX/UI design tools: Gimp, Adobe Photoshop, Figma, Adobe Lightroom e Adobe Illustrator
- Docker, Git and GCloud
- Game engines: Unity and MonoGame
- 3D Modelling, animation and SFX tools: Autodesk Maya, Autodesk 3DS Max and Blender

## LANGUAGES

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- Portuguese – native
- English – advanced
- Spanish – beginner

## PROFESSIONAL EXPERIENCE

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### Hivolve, LDA – Virtual & Augmented Reality

Mar. 2019 – Aug. 2019

#### *Internship*

*Esposende, Braga*

- Designed and developed multiple games in Unity for both android and iOS
- Maintained schedules and assured on-time delivery of proposed tasks
- Established teamwork practice skills with a cross-functional team

### Accenture

Oct. 2020 – Feb. 2021

#### *Project within the scope of a curricular unit*

*Braga, Braga*

- Improved an already existing fleet management web application
- Integrated new features with Google Cloud Platform technologies
- Developed solutions for storing and processing data from IoT devices
- Worked in a teamwork environment following supervisor and colleagues' insights, and gained experience in developing software following an AGILE methodology

## OTHER ACADEMIC EXPERIENCES

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- Participated on “C# advanced workshop” organised by EST, IPCA
- Participated on “IPCA GameDev Week 2018” organised by IPCA
- Participated on “IPCA Game Jam 2019” organised by IPCA
- Participated in “Third Winter School on Artificial Intelligence for Games” organised by EST, IPCA
- Participated in “Android Training Program” organised by Google and EST, IPCA
- Participated in “MAD Game Jam” of 2019 and 2020 organised by ESMAD, IPP