



Márcio da Silva Rocha

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EDUCATION

Master's Degree in Computer Science

2019 – present

University of 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

Polytechnic Institute of Cávado and 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

- **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
- **Backend/Frontend development tools:** Spring, Node.js, React.js, Next.js, Vue.js and Postman
- **UX/UI design tools:** Gimp, Adobe Photoshop, Figma, Adobe Lightroom and 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

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

PROFESSIONAL EXPERIENCE

Hivolve, LDA – Virtual & Augmented Reality

Mar. 2019 – Jul. 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 AGILE development

OTHER ACADEMIC EXPERIENCES

- 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