

# DANIEL MARQUES

Gameplay Programmer | Informatics and Computing Engineer

## SKILLS

### TECHNOLOGIES

C++ C Unity Engine  
Unreal Engine C# Python  
Vulkan OpenGL GLSL

### INDUSTRY KNOWLEDGE

Object Oriented Programming  
Software Design Patterns  
Game Development  
Algorithms Data Structures  
Data Driven Programming  
Mathematics Physics  
Debugging Optimization  
Multithreading Networking  
Artificial Intelligence  
Computer Graphics

## LANGUAGES

Portuguese Native  
English Proficient

## PERSONAL

 31/10/1997  
 Porto, Portugal  
 +351 916 609 233  
 danfil.marques@gmail.com  
 github.com/renderoir  
 renderoir.github.io

## PROFILE

Informatics and computing engineer, passionate about creating masterpiece games and giving memorable gaming experiences.  
Enthusiastic and experienced in gameplay programming.  
Knowledgeable and fascinated about computer graphics.  
My goal in life is to be a part of the development of games that are appreciated as works of art. Games that live on in players' minds years after playing them. Games that perfectly balance a great narrative, engaging mechanics and immersive environments.

## EDUCATION

**Integrated Master's Degree**  
**Informatics and Computing Engineering**  
**Faculty of Engineering**  
**University of Porto**  
2015 - 2020

This five-year course at one of the most renowned education institutions in Portugal helped me grow in various levels. It gave me foundational knowledge in multiple areas of computer science while encouraging an engineering mentality in approaching problems and allowing me to deepen my understanding of the areas I'm most interested in.

Throughout this bachelor and master's degree, I studied mathematics, computer architecture, algorithms and data structures, computer graphics, object-oriented programming, software engineering, artificial intelligence, parallel computing, game development, virtual and augmented reality and much more.

At an engineering faculty, you're also expected to autonomously learn tools and programming languages. In my case, I focused on being proficient in C/C++, adopting code conventions and design patterns to write cleaner code, practising with game engines, and teaching myself computer graphics.

## WORK EXPERIENCE

**Junior Gameplay Programmer**  
**Ubisoft Berlin**  
August 2020 - Present

I joined Ubisoft Berlin and the Far Cry 6 team during the game's closing phase. Consequently, my work on this project mainly consisted of bug fixing and small features. Nonetheless, I learned a lot during this time simply by virtue of being exposed to a large codebase and working with very knowledgeable people.

Amongst the various self-improvements resulting from working at Ubisoft Berlin, I'd highlight my debugging skills, the ability to understand and navigate large codebases, my understanding of common implementations of some game systems, and teamwork and communication skills.