

# Tiago Dinis

SOFTWARE ENGINEER

Braga, Portugal

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## Highlighted Projects

<b>Tiagodinis.com</b>	Personal website with more highlighted projects	Next.js, Styled components	<a href="#">link</a>
<b>Notion Flashcards</b>	Spaced repetition flashcard app	React, Styled components, Framer motion	<a href="#">link</a>
<b>Insofrido.com</b>	Written & interactive poetry site	Vanilla (HTML, CSS, JS), p5.js	<a href="#">link</a>
<b>Deltanaut</b>	Hardcore platformer prototype	Unity, C#	<a href="#">link</a>

## Work Experience

### StartUP Voucher 2019

Braga, Portugal

PRODUCT MANAGER, GAME DESIGNER & PROGRAMMER

Nov. 2018 - Nov. 2019

- Set up the team's remote workflow (mostly async across Notion and Discord).
- Researched video game market trends, community-focused marketing strategies and game company financing instruments.
- Developed a multi-project toolkit with reusable game components (input, hitbox collision, grid interaction, playing cards and turn-based logic)
- Coordinated with artist to develop 2 prototypes: "Kendo Warriors" & "Soul Food".
- Developed the business, marketing and game release plans and produced monthly and quarterly reports detailing progress and findings.

### University of Minho

Braga, Portugal

TEACHING ASSISTANT

Feb. 2018 - June. 2018

- Gave BSc Computer Graphics Lab classes, presenting practical assignments and their introductory lectures.
- Helped students with their practical assignment questions.

### Deltanaut Team

Braga, Portugal

GAME DESIGNER & PROGRAMMER

Jan. 2017 - Dec. 2017

- Programmed all the game systems: character movement, collision, environment interactions, audio & UI.
- Designed 20 levels, focusing on player flow state and dynamic tutorialization (learning as a consequence of design).
- The game "Deltanaut" was awarded by Indie X (won a showcase booth at Lisboa Games Week 2017)

## Skills

<b>Programming Languages</b>	JavaScript, HTML, CSS, C#, Java, C/C++, Lua
<b>Web development</b>	React, Next.js, Styled-components, Framer Motion, Node.js, Gatsby
<b>Other technologies</b>	Git, Unity, OpenGL, Processing/p5.js
<b>Languages</b>	Portuguese (Native), English (Fluent)

## Education

### University of Minho

Braga, Portugal

COMPLETED 75 CREDITS TOWARDS A MSc IN SOFTWARE ENGINEERING

Sep. 2015 - Sep. 2017

- Specialization in Computer Graphics and Intelligent Systems
- Grade: 18/20

### University of Minho

Braga, Portugal

BSc IN SOFTWARE ENGINEERING

Sep. 2012 - Sep. 2015

- Grade: 15/20

## Presentations

### EPCGI 2016 (Encontro Português de Computação Gráfica e Interação)

Covilhã, Portugal

PRESENTER FOR "GPARTICLES: A FLEXIBLE GPU-BASED PARTICLE LIBRARY"

Nov. 2016

- Introduced the implementation of GParticles, showcasing its extensibility and use cases

## Hobbies & Achievements

2020	<b>1st place (teams)    1st place (solo)</b> , Minho Competitive Debate Tournament, <i>Am</i> category	Portugal
2016	<b>Created boardgame Shototsu</b> , Garnered interest from MESA board games	Portugal
2015	<b>National Kendo Champion</b> , National Kendo Championship, Mudan-Shodan category	Portugal