Tiago **Dinis**

SOFTWARE ENGINEER

Braga, Portugal

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Highlighted Projects

Tiagodinis.com	Personal website with more highlighted projects	Next.js, Styled components	*link*		
Minesweeper	The minesweeper game we all know and love	React, Typescript, Styled components, RTL	*link*		
Notion Flashcards	Spaced repetition flashcard app	React, Styled components, Framer motion	*link*		
Insofrido	Written & interactive poetry site	Vanilla (HTML, CSS, JS), p5.js	*link*	*link 2*	*link 3*
Deltanaut	Feature-complete hardcore platformer prototype	Unity, C#	*link*		

Work Experience

StartUP Voucher 2019   *Braga, Portugal*
PRODUCT MANAGER, GAME DESIGNER & DEVELOPER   *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 & DEVELOPER   *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

Programming Languages	TypeScript, JavaScript, HTML, CSS, C#, Java, C++, C, Lua
Web development	React, Next.js, Styled-components, Jest/RTL, GraphQL, Node.js, Storybook, Redux, Framer Motion, Gatsby
Other technologies	Git, Unity, OpenGL, Processing/p5.js, XState, Tiled
Languages	Portuguese (Native), English (Fluent), Spanish (Basic)

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	**1st place (teams) || 1st place (solo)**, Minho Competitive Debate Tournament, *Am* category	*Portugal*
2015	**National Kendo Champion**, National Kendo Championship, Mudan-Shodan category	*Portugal*