

Diogo Ribeiro

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SUMMARY

I'm Diogo, a technology breather with a passion for development. My main interests revolve around game development and web development, and my expertise revolves around system integration development.

EXPERIENCE

Junior Backend Developer

OceanXbox *Feb 2017 - Apr 2017*

IT/Backend developer and integration of cloud solutions.

Junior Integration Engineer

eProseed *Oct 2017 - Oct 2018*

Started as a Junior Oracle SOA & BPM Consultant, developing middleware applications and integrating external systems.

Senior Integration Engineer

eProseed *Oct 2018 - Present*

Developing middleware applications and integrating external systems.

EDUCATION

Master in Informatics and Computer Engineering

Faculty of Engineering of University of Porto, Portugal *2011 - 2016*

PROJECTS

LGP Challenge, FEUP

Game Designer / Software Developer

Part of a 7-person team, including 5 developers and 2 designers which developed "Hit the Beat", a rhythm-based videogame developed for Microsoft, in the course of LGP. Developed in the Unity engine, it was developed as a Universal App, running in all Windows devices. Gameplay experience on a smartphone or a tablet is different than in the computer, which also features Xbox One/360 controller support.

LDSO Course, FEUP

Software Developer

Part of a 6-person team which developed IdeaTouch, a very simple and easy to use ideation/idea management platform, which is result driven. IdeaTouch emulates a multi-touch system using individual devices. Each person may use their smartphone, tablet or computer to access IdeaTouch and contribute with their ideas and opinions on a problem under discussion.

Digital Games Course, FEUP

Game Designer / Software Developer

Part of a 4-person team consisting of 1 developer, 1 sound designer and 2 3D/2D designers that developed two games for the course of Digital Games. Guardians of Tech is a 2D tower defense game developed in Stencyl. Project.EXE is a 3D action platformer developed in Unity.

Porto Graphics GameJam 2016, 2017

Game Designer / Software Developer

Part of a 4-person team that participated in a 32-hour marathon to develop a videogame.

Barren Nebula

Game Designer / Software Developer

Game developed by me, using several creative commons and Unity's Asset Store assets, published in the Microsoft Store and Google Play

Coinviewer (WIP)

Software Developer

A work in progress Android React Native application that aggregates all the assets available in a user's crypto currency exchange wallet through their user api key, so the user can monitor all of his assets, their respective values and chart information in a single place.

SKILLS

| | | | |
|-------------------|-----------|------------------|-----------|
| Unity Game Engine | ● ● ● ● ● | SQL | ● ● ● ● ● |
| C# | ● ● ● ● ● | Oracle SOA Suite | ● ● ● ● ● |
| Agile Development | ● ● ● ● ● | Android SDK | ● ● ● ● ● |
| Java | ● ● ● ● ● | CSS | ● ● ● ● ● |
| C++ | ● ● ● ● ● | AngularJS | ● ● ● ● ● |
| HTML | ● ● ● ● ● | React Native | ● ● ● ● ● |
| Javascript | ● ● ● ● ● | XSL | ● ● ● ● ● |
| Git | ● ● ● ● ● | XQuery | ● ● ● ● ● |
| NodeJS | ● ● ● ● ● | Oracle OSB | ● ● ● ● ● |
| OpenGL | ● ● ● ● ● | Oracle FMW | ● ● ● ● ● |

LANGUAGES

| | | | |
|------------|-----------|---------|-----------|
| Portuguese | ● ● ● ● ● | Spanish | ● ● ● ● ● |
| English | ● ● ● ● ● | | |