

Daniel Rangel

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<https://synthx00.github.io/>

Experience

05/2021 – Present

Porto, Portugal

Unity Developer | Exaud

- Collaborated on the development, testing and delivery of an interactive corporate icebreaking game using Unity Engine. I addressed bugs in all areas of the project from UI, Gameplay and Multiplayer ensuring smooth playability. Photon Engine was used as the multiplayer backend service and Agora.IO for real-time VOIP integration.
- Temporarily undertook the role of Systems Engineer to design and implement a custom Windows 10 Pro image to automate the installation procedure for client machines. Through my research and automated configurations, we streamlined the deployment of our Unity Virtual Reality App, achieving the goal of quick provisioning for our multiple clients on remote locations.
- Once again as a Unity Developer, I played a pivotal role in the initial development stages of a new conferencing app, Exaud Meets. As a developer I implemented core features including Multiplayer, Character Customization and UI. As well as consistently implementing unit testing for a bug-free product.

09/2020 – 12/2020

Porto, Portugal

Unity Game Developer & Designer | Zen Tap – Self Employed

- Designed, Developed and Published a relaxing 2D puzzle game on the Google Play Store using Unity and C# whilst handling all aspects from idea to final product.
- Achieved 47 downloads while maintaining a 5-star rating.

08/2018 – 09/2019

Porto, Portugal

Front-End Consultant | Celfocus & Vodafone

- Worked on the development of a Cognitive Automation Suite platform using HTML/CSS, focusing on UI/UX with the purpose of improving and maintaining user experience.

04/2015 – 07/2015

Braga, Portugal

Android Native Developer – Internship | mobiware mobile & webtechnologies

- Led the development of an Android app with the use of Android Studio and OpenCV for Facial Tracking. The finished product enabled the user to try on different glasses designs before visiting and making a purchase at a partnered optician.

Education

2019 – 2020 (Stopped)

Porto University, Portugal

Master's in Computer Science

2019

Porto, Portugal

Google's Android Training Program

2015 – 2018

Polytechnic Institute of Cávado and Ave, Portugal

Bachelor's in Digital Games Development Engineering

2014 – 2015

Polytechnic Institute of Cávado and Ave, Portugal

Technological Specialization in Development Of Multimedia Products

Skills

C# | C | C++ | Python | Unity | Source Control | HTML/CSS | SQL | Agile | Adobe CC | 3DS Max | Maya