


Diogo Correia

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ABOUT ME

Informatics and Multimedia Engineering student at ISEL with a deep interest in game development, interactive media, and digital creativity. Experienced in full-cycle project development and interdisciplinary collaboration, including my role as a staff member of the ISEL Game Studio. While my primary focus is programming, i also enjoy creating 2D visuals and game design. I am a hardworking, and always eager to build and learn new things.

EXTRA CURRICULAR ACTIVITIES & CLUBS

ISEL Game Studios 2025 – Present
Co-Founder & Event Manager & Developer Lisbon, Portugal

- Co-founded the first dedicated game development nucleus at ISEL to foster a community of game developers.
- Organizing and managing technical events, workshops, and Game Jams.
- Responsible for partnership outreach and internal community engagement.
- Been part of the team behind the game "Nature Stikes Back", showcased at Lisboa Games Week 2025.

GameDev Técnico 2026 – Present
Role: New Member (Newbie) Lisbon, Portugal

- Currently undergoing the recruitment process

SOME PROJECTS

The Experiment | Unity, C#, 2D Art

- Developed a fast-paced 2D shooter in 2 weeks as a solo developer, handling programming, art, and music.
- Implemented fluid movement mechanics and enemy AI for a high-security lab escape scenario.

Computer Vision Boxer | Python, OpenCV, Unity

- Integrated image processing (binarization/thresholding) to control a game via real-time hand gestures.
- Bridged Jupyter Notebook prototyping with Unity for an immersive interactive experience.

EDUCATION

ISEL - Instituto Superior de Engenharia de Lisboa 2023 – 2026 (Expected)
B.Sc. in Informatics and Multimedia Engineering Lisbon, Portugal

- Relevant Coursework: Game Design, Computer Vision, Algorithms, Web Development.
- Current Grade Average: 16/20

SKILLS

Languages: Portuguese (Native), English (Fluent)

Programing Languages: C#, Python, C++, JavaScript, SQL, HTML/CSS

Tools: Unity, Blender, OpenCV, Figma, Git, Jupyter Notebook, Visual Studio Code

Soft Skills: Event Management, Creative Problem Solving