

Diogo Marques

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Personal Data and Contacts

FULL NAME: Diogo Tito Victor Marques
PLACE AND DATE OF BIRTH: Lisbon, 14 February 1997
ADDRESS: Rua Fraternidade Operária, n° 6, 2° I
PHONE: +351 932 138 791
EMAIL: diogotitomarques@gmail.com
PERSONAL WEBSITE: diogotito.com
FORGE ACCOUNTS: GitHub: [diogotito](https://github.com/diogotito), GitLab: [diogotito](https://gitlab.com/diogotito)



Work

[2023-] **Technical Consultant** at VTXRM
(C#, SQL Server, Microsoft Reporting Services)

Education and formation

- [2019-2023] master's in computer engineering at the **Faculty of Sciences of the University of Lisbon** with specialization in *Interaction and Knowledge*.
- [2018] 3-month internship at t-insight as a full-stack *WordPress* developer
- [2015-2019] bachelor's in computer engineering at the **Faculty of Sciences of the University of Lisbon**.
- [2014] Certificate in Advanced English (**CAE**) - **CEFR Level C1**
- [2013] HTML5 course at NOVA School of Social Sciences and Humanities

Awards and participations

- [2018] Monitor for Verão na ULisboa –
I led two sessions on Scratch programming for high school students.
- [2016/2017] Second year Academic Merit Certificate
- [2015/2016] First year Academic Merit Certificate
- [2015] 1st place in FCUL Rally Pro – Our team was awarded a scholarship for Computer Science related courses at the Faculty of Sciences
- [2015] 1st place in XV RoboCup Portugal Open – Junior Rescue (Line)

Game jam participations

- **Harvest Defense** [2023] – <https://gitlab.com/pixelized-anarchy-ld52/ld52> (LD 52 Jam)
- **The Lava Is Floor** [2021] – <https://gitlab.com/diogotito/the-lava-is-floor> (WOWIE 3.0)
- **Hush My Child** [2021] – <https://gitlab.com/diogoalmiro/gamejam2021> (GGJ)
- **unBroken Dreams** [2020] – <https://globalgamejam.org/2020/games/unbroken-dreams-6>
- **Homesseek** [2019] – https://github.com/diogotito/Homesseek_GGJ2019 (GGJ)

Projects

ModEst (master thesis project)

A visualization dashboard on the student flow in the Portuguese education system. Available at <http://modest.lasige.di.fc.ul.pt/desenvolvimento/>.

The technologies involved were **Python** (with Plotly Dash, Pandas and NumPy), **React**, **Docker**, Nginx, uWSGI and Ubuntu.

Web development internship

I participated in the development of the new WordPress website for the Portuguese Basket Federation (FPB) that lives in <https://www.fpb.pt/>. I wrote a content migration tool in **PHP** that fetched articles and files from a JSON endpoint provided by the previous CMS and recreated the content with the correct taxonomies with WordPress's functions. I also implemented article filtering controls and site-wide search both in the front-end (with **JavaScript**, jQuery, HTML, SVG and CSS) and in the back end (in a custom **WordPress** theme).

VASelfCare

I wrote a small framework to aid the implementation of an expert system in CLIPS, a rule-based language, and integrated it with an **Android** app developed with the **Unity** game engine. Figuring out how to integrate CLIPS, a C code base, with Scripts written in **C#** for a game engine running on Android, having everything properly compiled and communicating through JNI and having the CLIPS code (including my framework) working correctly ended up being a considerably long part of my work.

The app features a virtual assistant that tracks the health of elder patients with type-2 diabetes and employs behaviour-change techniques in the dialogs to guide them to improve their lifestyles.

Smaller projects and experiments

See <https://diogotito.github.io/> and <https://github.com/diogotito/GBA-saves-gallery> (a web app)

A few small open-source contributions

- [bitwarden-to-keepass](#)
- [janus](#)
- [bitwarden-rofi](#)
- [PyUserInput](#)

ABRA

A small typing game hosted at <https://abra.fly.dev/>. Source code available at [GitHub](#).

fpt

A Gameboy emulator in **Rust** – <https://github.com/pineman/fpt>

Technologies

I currently feel more competent writing in

1. JavaScript
2. Python
3. C#
4. Ruby
5. C++

I have also written code in C, Pascal, LaTeX, PL-SQL and x86 assembly (for a course assignment). I have automated tasks in a variety of shell and scripting languages like Bash, PowerShell, Lua and AutoHotKey. I occasionally dabble in writing Ruby and Haskell or learning a new programming language to expose myself to newer ideas in expressing computer programs (ex.: Elm, Pony, APL). I have special interests in CG, game engines (I've tried Unity, Godot and Defold), desktop GUI toolkits and front-end development in general, but I enjoy some back-end development too. I have an ongoing interest in becoming proficient in writing in lower-level systems programming languages such as C++ and Rust.