

DUARTE FONSECA

SOFTWARE ENGINEER

CONTACT: ✉ A50825@alunos.isel.pt



[Portfolio](#)



[Github](#)



[Linkedin](#)



[itch.io](#)

SKILLS AND TOOLS

Git

C#

Java

Python

C/C++

Unity

Godot

HTML/CSS/JS

LANGUAGES

Portuguese - Native

English - C2

EDUCATION

Bachelors of Software Engineering and Multimedia:

Instituto Superior de Engenharia de Lisboa

2 years (Ongoing)

INTERESTS

Gaming:

I love Source Engine games (Valve), shooters and rogue-likes. I am currently playing and loving Cyberpunk 2077.

Computers:

Everything that is a computer interests me. From a young age I loved tinkering with hardware and I have built my desktop, replaced my laptop screen and learned to solder during a robotics course.

Brazilian Jiu-Jitsu:

I am a blue belt in brazilian jiu-jitsu. I enjoy how complex it is for a combat sport.

EXTRACURRICULUM

FIC.A Volunteer.

I was a volunteer at the Oeiras' International Festival of Science

ISEL Mentorship Program

I was a mentor where I helped new undergraduate students integrate into ISEL

PROFILE

I am an Indie Game Developer. As such I have worked on many different areas of game development such as UI/UX, Gameplay, Game Design, Art and Sound.

My current main focuses are **Gameplay Programming** and **Procedural Generation**. You can see my work in greater detail on my [portfolio](#).

I am a Software Engineer that is always looking to learn more and I can be a great asset to your team!

WORK EXPERIENCE



Founder, President and Game Developer ISEL Game Studios

2025-Present

- **Founded ISEL Game Studios** and gained experience with the process of creating an association.
- Managed and organized multiple projects like game jams, long term game development projects and talks with students and industry professionals.
- Led and managed the ISEL Game Studios staff.
- Currently working on a project to be shown at **Lisboa Games Week**
- Hosted a talk to teach students how to use Git



Game Developer, Community Manager and Coordinator Game Dev Técnico

2024-Present

- Participated in **13 jams**, mostly as a programmer and my favorite one so far is Nordic Jam 2025. As such I have worked with teams of various sizes consisting of Artists, Musicians and other Programmers.
- Experienced with **Godot, Unity** and I have also worked with Unreal.
- I maintain a safe and welcoming space to all members of Game Dev Técnico, as part of my roles as **Coordinator** and **Community Manager**.
- Currently working on a long term project codenamed Project Star where I have implemented **Gameplay Mechanics** and **Procedural Generation Systems**, like the generation of procedural rooms using Godot.



VR System Operator

2021-2022

Virtumax

- Maintained, operated and managed multiple VR Systems for Virtumax customers
- Performed customer service