



Daniela Monteiro

Nationality

Portuguese

Portfolio

motamdaniela.github.io

Email

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Linguistic Skills

Portuguese (Native)
English (Fluent - C2)

About Me

01

Software Engineer, Full-Stack Web Developer, Game Developer, and Educator.

I have a passion for digital content and everything involving programming, especially web content, with a great curiosity for the world of video games! Currently pursuing a Master's in Software Engineering, I'm always willing to learn and looking for a challenge!

Education

02

(Current) Master's in Software Engineering (MESW) - 1st Year
Faculty of Engineering, University of Porto

Bachelor's in Web Technologies and Information Systems (TSIW) - July 2024
School of Media Arts and Design, Polytechnic Institute of Porto

Erasmus Programme (October 2023 – January 2024) - 5th Semester of TSIW
International experience in a distinct learning method that impacted personal and professional autonomy development, while enhancing technical and social skills.

Secondary Education - Rodrigues de Freitas Secondary School (2020)

Professional Experience

03

Instituto Politécnico do Porto - Assistant Teacher (October 2024 – Present)
Teach two curricular units for the CTeSP in Game Design and Digital Animation, where I share my skills with the next generation while managing and guiding their projects.

KendirStudios - Game Developer (February – July 2024)
4-month TSIW internship at KendirStudios, integrated into the educational game development team using Unity. Significantly expanded my knowledge in the field and the history of educational games. Also gained business logic knowledge, increased autonomy, communication skills, and strengthened team spirit and collaborative responsibility.

Technical Skills

04

JavaScript	ThreeJs	Figma	Next.js
C#	WebGL	Illustrator	Vue.js
C++	Blender	Notion	Node.js
Java	Maya	After Effects	ExpressJs
Python	A-Frame	Unity	Git

Distinctions

05

Participation in the 'LGP Challenge' event, organized by FEUP (2026)

Participation in the Stop Motion/Pixilation workshop, tutored by filmmaker Mónica Santos (2024)

1st place recognition for a web design project in the Gamify It competition (2022)

Interdisciplinary project carried out in secondary school in the form of a theater play, written and performed as a group (2019)