Khevynn Sá

Games / Backend Developer

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Professional Summary

Bachelor's degree in Game Development with a strong foundation in programming and systems architecture using Unity and C#. Although my primary focus is game development, I also have experience with backend technologies such as Node.js and Java, enabling me to contribute to infrastructure, API design, and connected gameplay systems. I aim to join development teams where I can apply my knowledge to both gameplay logic and backend structure to create robust interactive experiences.

Work Experience

Software Development Intern – Happy Code

Sep 2022 - Oct 2022 · Cascais, Portugal

Taught game logic and programming concepts to students through educational platforms. Also contributed to maintaining internal tools and developing backend functionalities for internal projects.

Education

Bachelor's Degree in Game Development – IADE

Sep 2022 – Jul 2025 · Lisbon, Portugal

Focus on game design, Unity programming, AI systems, and teamwork projects. Developed gameplay systems integrated with backend using RESTful APIs and real-time data flows.

Professional Course in Software Development

2019 – 2022 · Matilde Rosa Araújo, Cascais

Practical foundation in Java, Node.js, C#, MySQL, and backend security. Final project: server system with authentication and API communication. Final grade: 15/20.

Technical Skills

Unity / Game Programming (C#)

API Integration & Multiplayer

MySQL / Relational Databases

Git / GitHub / Version Control

Node.js / Express.js / Java / Spring Boot

REST Services / JSON / HTTP

Authentication & Security (JWT, OAuth)

OOP / Data Structures & Algorithms

Languages

Portuguese: Native **English:** C1 Listening · B2 Speaking, Reading,

Writing

Key Strengths

Game-focused developer with backend adaptability

- Strong grasp of gameplay logic and connected systems
- Comfortable in collaborative, cross-functional environments
- Motivated to contribute to both games and tech products
- · Quick learner with excellent problem-solving abilities