Luís Rafael Faria Ribeiro

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CONTACT

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ABOUT ME

I focus on programming **engaging gameplay** with **Unity / C#,** and **Unreal Engine / Blueprints / C++**. I have a background in team-based projects using **SCRUM**, **AGILE**, with interests in **3D Animation** and **shaders**. And I've been active in the dev community through **QA testing** on Antidote.gg.

WORK EXPERIENCE

Mobeybou-OUT @ Centro de Investigação Do Estudo da Criança Braga, Portugal

Game Developer

01/09/2023 – 31/08/2025
Ensured the quality and performance of existing educational apps by solving bugs, optimizing code, and implementing new features. Collaborated with a multidisciplinary team to develop and publish cross-platform apps (Android, iOS, Windows, Mac), including Mobeybou in Angola and Mobeybou in China. Conducted field testing and user research with children in schools as part of my thesis, and coordinated university events such as summer and welcome sessions to present the project and its applications.

Antidote.gg

QA Tester

01/06/2023 – Current
Tested games and provided feedback on player experience through surveys and interviews, reporting bugs and offering improvement suggestions.

Instituto Politécnico do Cávado e do Ave Portugal

Coach - Digital Games and VR (BIP)

27/03/2023 – 20/04/2023
Assisted in a one-week Blended Intensive Program where international students learned about Unity and VR development. Supported participants as an assistant coach, providing guidance, and answering questions throughout the Unity VR games creation process.

NiusCUP Portugal

E-Sports Coordinator / Community & Social Media Manager

01/07/2017 – 31/07/2018
At NiusCUP, I played a pivotal role in organizing and managing Rocket League e-sports events during a period of rapid growth. My responsibilities included coordinating tournaments, overseeing broadcast operations, and engaging with the community through live chat moderation. I was instrumental in expanding the company's reach in Brazil and Portugal, contributing to record viewership and engagement levels within the Rocket League community.

EDUCATION AND TRAINING

14/10/2022 – CURRENT Portugal

Master Instituto Politécnico do Cávado e do Ave

Currently writing my thesis "Gamified Intercultural Narrativity: Exploring 'Mobeybou in Angola" Impact On The Development Of Children'

Field of study Master in Digital Games Development Engineering

09/2019 – 20/06/2022 Portugal

Bachelor Instituto Politécnico do Cávado e do Ave

Field of study Bachelor in Digital Games Development Engineering │ **Final grade** 15

04/07/2021 – 13/07/2021 Portugal

Workshop in Fundamentals of Physics applied to Games Instituto Politécnico do Cávado e do Ave

SKILLS

CODING LANGUAGES:

C# │ C++ │ Kotlin │ OpenGL │ C │ HTML │ SQL │ JSON │ CSS

FRAMEWORK/SYSTEMS

Unity │ Unreal Engine │ Git │ .NET │ Photoshop │ Monogame │ Blender │ Autodesk Maya │ Microsoft SQL Server

LANGUAGE SKILLS

MOTHER TONGUE(S): Portuguese

OTHER LANGUAGE(S): English - C2 / French - B2

HONOURS AND AWARDS

IPCA

Best Idea - IPCA Game Jam 2021

- hAleVeR won "Best Idea - IPCA Game Jam 2021" with the game "HaleVirus". My roles on the project: Gameplay Programmer, Game Designer, Brainstorming