Luís Rafael Faria Ribeiro

Date of birth: 06/10/2001

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Gender: Male

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
Ensure the quality of the existing educational apps and its' code, solving any bugs and adding new features, publish the apps on Android/iOS/Windows/Mac and work with the team to develop new apps (Mobeybou in Angola; Mobeybou in China)

Freelance Game Dev
Worked as a gameplay programmer on multiple projects in my itch.io

QA Tester
01/06/2023 – Current
Testing games giving feedback through surveys/interviews about the player experience, reporting any bugs or other suggestions.

Instituto Politécnico do Cávado e do Ave Portugal

Coach - Digital Games and VR (BIP)
27/03/2023 – 20/04/2023
Assisted an one-week Blended Intensive Program where international students learned about Unity and VR development. Supported participants as an assistant coach, providing guidance, troubleshooting help, and answering questions throughout the game creation process.

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