

Dear Hiring Team,

My name is Rafael, and I'm a Game Developer specializing in Gameplay Programming with Unity and C#. I have a strong interest in 3D Animation and Shaders. I'm very interested in this role, and I'm eager to bring my skills, creativity, and ambition to learn and grow, both as a developer and as a person, to your company, helping to create something truly special.

Most recently, I contributed to the **Mobeybou** educational app series, where I focused on optimizing code, fixing bugs, implementing new features, and developing new apps in an **AGILE/SCRUM** environment. I was also responsible for publishing apps to Android, iOS, and Windows. While I have experience with Jira, our team primarily used Google Spreadsheets and Docs for task management.

I'm currently writing my thesis to complete my **Master's degree in Digital Games Development Engineering**, based on the Mobeybou project. My research explores how educational story-based apps and games can be used by teachers to improve teaching methods and how they impact children's learning and engagement.

I've always had a passion for playing games, especially RPGs, and for getting lost in worlds crafted by others. My curiosity about how they were made kept growing, and I secretly wished to be part of that creative process. I've always approached games with a "hacker" mentality, pushing mechanics to their limits to find bugs and exploits, and reporting them to developers. That feeling of discovering something new and helping make games better, even from the outside, was incredibly rewarding.

I would be thrilled to bring this same passion for game development, keen attention to detail, and strong teamwork skills to your projects.

Please feel free to explore my portfolio and CV for more examples of my work, and don't hesitate to reach out if you have any questions.

Sincerely,
Rafael