




## Luís Rafael Faria Ribeiro

**Date of birth:** 06/10/2001

**Nationality:** Portuguese

### 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 of existing educational apps by solving bugs, and implementing new features. Collaborated with a multidisciplinary team to develop and publish cross-platform apps (Android, iOS, Windows, Mac). Conducted field tests and user research with children in schools as part of my thesis, and coordinated university events such as summer/welcome sessions to present the project and its apps.

#### Freelance

#### Game Developer

Collaborated as a gameplay programmer, game designer and other roles on several projects featured in my portfolio, supporting both design and implementation of gameplay features.

#### 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.

### 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' to finish the Master's Degree.

**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.