




Luís Rafael Faria Ribeiro

Date of birth: 06/10/2001

Nationality: Portuguese

Gender: Male

CONTACT

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ABOUT ME

I focus on programming **engaging gameplay** with **Unity, C#, and 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 **game playtesting** on Antidote.gg.

WORK EXPERIENCE

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

Game Development

01/09/2023 – 31/08/2025

Optimize the existing code workspace of the educational apps solving any bugs or add new features, publish them and work with the team to develop new apps (Mobeybou in Angola; Mobeybou in China)

Freelance Playtester

01/06/2023 – Current

Active on the playtesting community Antidote.gg

● **Instituto Politécnico do Cávado e do Ave** Portugal

Coach - Digital Games and VR (BIP)

27/03/2023 – 20/04/2023

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