



Universidade do Minho

As the Principal Investigator of the OUT project, [<https://mobeybou.com>] I had the pleasure of supervising Rafael Faria's work during his time on the project, where he served as the Game Developer responsible for integrating art, audio, and code into cohesive, engaging experiences for children. Rafael took the lead in the technical development of the story app Mobeybou in Angola and ensured the quality and maintenance of both current and previous Mobeybou apps.

Throughout his work, Rafael demonstrated strong technical expertise in Unity, developing, optimizing, and building applications for multiple platforms, while collaborating closely with our multidisciplinary team focused on education and cultural learning. His attention to detail, adaptability to feedback, and commitment to continuous improvement consistently elevated the quality of our work.

What stood out most was Rafael's eagerness to learn and grow, his ability to bridge technical and creative aspects, and his collaborative mindset, which made him an essential part of the project's success. I am confident he will be an asset to any team seeking a dedicated, adaptable, and talented Game Developer or similar roles.



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