



## Rafael José

*Junior Gameplay Developer*

Phone: +351930604184

Address: Azambuja, Lisbon, Portugal

Portfolio: <https://rafaeljose.pythonanywhere.com/>

Email: [rafaeldavidjose.dev@gmail.com](mailto:rafaeldavidjose.dev@gmail.com)

I'm a gameplay programmer with an interest in building responsive and engaging game systems. I focus on implementing gameplay logic, AI behaviors, UI/UX systems, and other features that help shape the player's experience. I try to approach each task with both technical structure and an understanding of how it supports the overall design.

Throughout my academic journey and during collaborative projects, like university-led game studios and R&D internships, I've worked closely with teams of designers, artists, and developers. I'm familiar with Unity (C#), version control systems like Git and GitHub, and project management tools like Trello and Lark.

I'm motivated by collaboration and problem-solving, and I value clear communication throughout development. I aim to contribute thoughtfully to the teams I'm part of and always look for ways to grow, improve, and deliver work that's reliable, well-considered, and of good quality.

### EXPERIENCE

#### Universidade Lusófona - Centro Universitário Lisboa, Lisbon

March 2025 - Present

Research Development Internship

Work on a real-time fire spread visualization system using Unity. Focused on performance optimization, GPU-based shaders, and realistic terrain-based fire progression.

#### ARR Studios, Lisbon (Self-employed)

September 2023 - Present

Game Developer

Designed and implemented core gameplay systems including inventory, crafting, and enemy behaviors. Developed various user interface systems (menus, HUDs, settings) using Unity UI Toolkit and custom C# scripts. Collaborated in a multidisciplinary team to deliver polished vertical slices for multiple internal game projects. Participated in playtesting, iteration, and balancing sessions to refine gameplay feel and UX.

#### Sugal Group, Azambuja

July 2021 - September 2023

Weighbridge Operator & Gatekeeper

*July 2021, July 2022, July 2023 - September of each year (3 seasonal periods)*

Main Responsibilities: Customer service, visitor assistance, communication with drivers and staff, overseeing the entry, weighing, and exit of deliveries, access control, and problem-solving.

### EDUCATION

#### Universidade Lusófona - Centro Universitário Lisboa

September 2022 - July 2025

Videogames, Computer Games and Programming Skills

Grade: Merit

#### Escola Secundária de Azambuja

September 2018 - June 2022

Science and Technology Course

### HONORS AND AWARDS

#### "The Special is 42 2024" Award (Magical Intern / Magic Intern)

July 2024

Universidade Lusófona

#### Lusófona Games Collection 2024 (Magical Intern)

July 2024

Universidade Lusófona

Lusófona Games Collection 2024 is a curated bundle showcasing the best student projects developed during the past academic year at Lusófona University. Play the games and take a behind-the-scenes look at our students' journey to becoming the next generation of videogame developers.

#### Scholarship STEAM - MÉRITO (2023/2024)

January 2024

Universidade Lusófona

PROFESSIONAL DEVELOPMENT

Speaking & Presentations:

- Guest Speaker: Game Post-Mortem Presentation - Delivered project development insights to first-year students at Universidade Lusófona

Workshops & Masterclasses:

- Masterclass: Game-driven Inventions: A Creator's Journey - Robert J. Mical
- Artificial Intelligence in Games - Phil Lopes
- Unity Fundamentals - Diogo Andrade
- Game Design Classics - Wilson Almeida
- 3D Art From the Start - Miguel Martinho
- Game Design Fundamentals - Wilson Almeida
- Game Sound Design - João Bernardo
- Character Design for Games - Inês Garcia / Tiago Cruz
- Unreal Engine Workshop - Luís Monteiro
- 3D and Unity Workshop - Miguel Martinho

Industry Events:

- Lisbon Games Week - Showcased games at Universidade Lusófona's stand
- Multiple specialized sessions on Game Design, AI, 3D Modeling, Programming, and Sound Design

TOP SKILLS

- Programming
- Game Development
- Game Design
- C#
- Python

LANGUAGES

English (Professional working proficiency), Portuguese (Native), Spanish (Limited working proficiency)

CERTIFICATIONS

Udemy - Make Online Games Using Unity's NEW Multiplayer Framework June 2024 - Present

Udemy  
Credential ID: UC-34dc7359-316f-4401-8469-0a40d9c19e04  
[Show Credential](#)

Udemy - Complete C# Unity Game Developer 3D February 2024 - Present

Udemy  
Credential ID: UC-38a30074-3a0c-4391-8b37-ea7547f39fa5  
[Show Credential](#)

Udemy - The Art of Doing: Video Game Creation With Python and Pygame January 2023 - Present

Udemy  
Credential ID: UC-671d8c31-55bf-46f8-8638-8a01565b42df  
[Show Credential](#)

Udemy - Python 3 for Beginners | Learn by Creating a Simple Game November 2022 - Present

Udemy  
Credential ID: UC-2531d24f-5fd5-4fc3-b8f5-2e28788ac0d0  
[Show Credential](#)

Recode - Internet of Things July 2022 - Present

Recode  
Credential ID: 62be4ff0-75d0-475b-bdf3-2f9d0a01006b

Recode - Project Management and Impact Applications July 2022 - Present

Recode

Credential ID: 62d9ec1a-16d4-4442-8f93-6db00a01006b

Cisco Certified Network Associate - Linux

Cisco

June 2022 - Present

Cisco Certified Network Associate - Cybersecurity

Cisco

June 2022 - Present

Google Certifications - Digital Marketing

Google

Credential ID: J2X L3J U9Z

Show Credential

June 2022 - Present

Recode - AI

Recode

Credential ID: 62b286c2-bc90-44ee-bb55-65210a01006b

June 2022 - Present

Recode - DevOps

Recode

Credential ID: 62b53070-54e0-49cf-9808-6fe30a01006b

June 2022 - Present

Recode - Excel in Practice

Recode

Credential ID: 62bd0838-5174-4a69-8f77-27010a01006b

June 2022 - Present