

Contact

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Top Skills

Programming
Game Programming
Game Development

Languages

English (Professional Working)
Portuguese (Native or Bilingual)
Spanish (Limited Working)

Certifications

Cisco Certified Network Associate
Google Certifications - Digital Marketing
Udemy - The Art of Doing: Video Game Creation With Python and Pygame
Recode Project Management and Impact Applications
Recode Excel in Practice

Honors-Awards

"Especial 42 (Special 42)" Award (Shadow Chase)
"The Special is 42 2024" Award (Magical Intern / Magic Intern)
Lusófona Games Collection 2024 (Magical Intern)

Rafael José

Junior Gameplay Developer
Azambuja, Lisbon, Portugal

Summary

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

ARR Studios

Game Developer

September 2023 - Present (1 year 10 months)

Lisbon, Portugal

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.

Universidade Lusófona - Centro Universitário Lisboa
Research Development Internship
March 2025 - Present (4 months)
Lisbon, Portugal

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

Sugal Group
Weighbridge Operator & Gatekeeper
July 2023 - September 2023 (3 months)
Azambuja, Lisbon, Portugal

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

Worker only during the campaign.

Sugal Group
Weighbridge Operator & Gatekeeper
July 2022 - September 2022 (3 months)
Azambuja, Lisbon, Portugal

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

Worker only during the campaign.

Sugal Group
Weighbridge Operator & Gatekeeper
July 2021 - September 2021 (3 months)
Azambuja, Lisbon, Portugal

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

Worker only during the campaign.

Education

Universidade Lusófona - Centro Universitário Lisboa
Videogames, Computer Games and Programming Skills · (September
2022 - July 2025)

Escola Secundária de Azambuja
Science and Technology Course · (2022)