

## Contact

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[www.linkedin.com/in/manfeldev](https://www.linkedin.com/in/manfeldev)  
(LinkedIn)

[github.com/ManfelDev](https://github.com/ManfelDev) (Portfolio)  
[manfeldev.itch.io](https://manfeldev.itch.io) (Portfolio)

## 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.

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## Experience

ARR Studios

Game Developer

September 2023 - Present (1 year 8 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 (2 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.

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## 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)