

RAFAEL CASTRO E SILVA

VIDEOGAME PROGRAMMER  ALMADA, PORTUGAL

PERSONAL PROFILE

Videogame programmer with a focus on Unity/C#, including the development of tools to aid game design within the game engine. Author of academic papers on PCG techniques. Interested in all areas of software development.

AREAS OF EXPERTISE

- Working knowledge of C#, Python, Haxe.
- Unity Engine game development.
- Experience in HaxeFlixel, PyGame.
- Java experience.
- Git.

WORK EXPERIENCE

APPLICATION OF SAFETY FLOORING

Magnus-Icon | Seasonal, July 2019 - August 2019

- Worked with a team to apply flooring in outdoor playgrounds.
- Oversaw mixing of raw materials to produce the flooring.

DEVELOPMENT OF CULTURAL GAME EXPERIENCE

Lusófona University & Óbidos Municipality | Internship, July 2021 - Present

- Work with a team to research and develop concepts for a game experience involving the town of Óbidos and its culture.
- Field and historical document research.
- Technological research on mobile AR techniques.

GET IN CONTACT



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Online Portfolio

EDUCATION HISTORY

LUSÓFONA UNIVERSITY

Bachelor in Computer Science, 2021
Computer Games and Programming Skills

- Developed several video game projects with a team of students.
- Author of two academic papers on a self-made Procedural Content Generation (PCG) algorithm.
- Wrote several articles on project development.
- Extra class on Sound Production.
- One extra semester in "Cinema, Video and Multimedia Communication".

OTHER SKILLS

- Fluent in Portuguese and English.
- Can research and implement good programming practices.
- Video editing and sound design.
- Microsoft Office.
- Creative problem solver.