RAFAEL CASTRO E SILVA

SOFTWARE PROGRAMMER   ● ALMADA, PORTUGAL

PERSONAL PROFILE

Software programmer with a focus on Unity/C# game development, 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 PC and AR mobile game development.
- Experience in HaxeFlixel, PyGame.
- Java experience.
- Git.

PORTFOLIO

🌐 rafaelcs-aula.github.io/portfolio/

🐙 github.com/RafaelCS-Aula

📄 researchgate.net/profile/Rafael-Castro-E-Silva/research

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 MOBILE GAME EXPERIENCE
Lusófona University & Óbidos Municipality| Internship, July 2021 - August 2021

- 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- Field and historical document research.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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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 a published academic papers on a self-made Procedural Content Generation (PCG) algorithm.
- Developed videogame project with custom interfaces for individuals with motor disabilities.
- 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.
- Experience with Linux operating system
- Experience with SCRUM