# RAFAEL CASTRO E SILVA

# VIDEOGAME PROGRAMMER



### 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,
- Unity Engine PC and AR mobile game development.
- Experience in HaxeFlixel, PyGame.
- Java experience.

#### **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 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- Field and historical document research.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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in linkedin.com/in/rafaelcastroesilva

#### **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.
- 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