RUBEN MATEUS

PROGRAMMER

+351 965 424 496
+44 07823 881423

rubenmateus.info@gmail.com

rubenmateuspt.github.io

57D Abbotsford Street,
Dundee Scotland DD2 1DB

PROFILE

I'm a curious, self-driven programmer who's always excited to learn new technologies and sharpen my skills.

My main language is C#, and I have a solid grasp of design patterns, data structures, and algorithms. In my free time, I enjoy taking game development courses on platforms like Udemy and Zenva, as well as reading up on random bits of knowledge to keep things interesting.

Currently learning French and, of course, playing video games!

PROFESSIONAL EXPERIENCE

Software Programmer

Games Jobs Live – gamesjobslive.niceboard.co
Dec 2022 - Present

- Make applications based on the needs of the client
- Making a Web Application using Asp.Net Core. Being the goal importing data about jobs openings, visualize it in graphs and create a report each month on the data

Game Programmer

University Of Dundee School of Dentistry – dundee.ac.uk/dentistry
Aug 2024 – Oct 2024

- Making a mobile app (Android/iOS) for dentist students
- The purpose of the app is to help dentist students practice using a drill and mirror on a phone screen to remove caries, additionally the students will also be practicing identifying the correct teeth using the standard nomenclature (FDI teeth numbering system).
- Solo developer, had full control on designing the app from scratch and implement the necessary systems based on client explanations
- Use of Unity and SQLite

Network Programmer

Redcatpig – redcatpig.com
Jun 2022 – Nov 2022

- Implemented network capability into a pool game on Unity WebGL using Photon Network
- Helped in other network areas

Programming Tutor

Educademy - educademy.co.uk
Sep 2021 – Jun 2022

- Private One-To-One programming Classes
- Teach the basics of programming and tailor each lesson to the students' expectations and goals
- Lessons on Unity, C#, JavaScript and Scratch

KEY SKILLS

- C#
- C++
- Unity
- Unreal
- Git

EDUCATION

Abertay University - abertay.ac.uk
Bachelor of Science – BS, Computer Game Applications Development
2020 – 2025

- C++
- OpenGL
- Unreal
- Network
- AI

CINEL - cinel.pt
Technological Specialization Course, Computer Programming
2018 – 2019

- C#
- JavaScript
- SQL
- Windows Forms
- WPF
- Xamarin
- Web Development

Game Programmer

St Studios - indiedb.com/games/chama
Jun 2021 – Dec 2021

- Lead Programmer on Chama
- Chama is an edutainment game with the goal of sensibilizing people about fire outbreaks. Where through small interactive experiences you explore the point of views of survivors
- Responsible on creating and implementing mechanics as well bug fixing
- Restructured code architecture

Game Programmer

Tumultuous Productions! - tumultuousproductions.site
May 2020 – Oct 2020

- Programmer on Yami
- Yami is a Metroid Vania style game about two brothers finding a cure for their corruption. Could be played in Local or Network Multiplayer.
- Responsible on implementing Game Mechanics, AI, Sound and UI.
- Bug Fixing

Software Programmer - Internship

Aptiv - aptiv.com
Jun 2019 – Sep 2019

- Software Developer for the needs of APTIV.
- Creation of an Asp .Net Core Web application to retrieve robot information and present them in readable graphs.
- Technologies used: .Net Core 2.2, Signal R, Entity Framework, SQL Server , JavaScript, jQuery and a MVC Code Architecture.

PROJECTS

School Project – Lightship

2024

Group project for the Module DES310 – Professional Project at Abertay University.
The project was about creating a game for a client, ours was for The Chinese Room, based on a list of requirements.
My role was of Lead Programmer, I took care of creating the Visual Novel Framework by creating my own Unity Graphs and Nodes and gameplay mechanics, as well supporting and helping in any other areas that were needed.
LIGHTSHIP is a sci-fi 2D puzzle platformer with horror elements that's waiting for you to shine a light on the mystery within.

Itch.Io - frogalarm.itch.io/lightship

Global Game Jam 48h – Soul Mirror

2022

Soul Mirror is an online cooperative 2D Platformer.
During this game jam, my responsibility was to integrate the network code with the gameplay code provided by the other programmers.
Use of Unity as game engine and Mirror for network code.

GlobalGameJam - v3.globalgamejam.org/2022/games/soul-mirror-0

ETIC - etic.pt
HND, Computer Animation and Videogames
2015 - 2017

- Game Design
- Game Production
- Marketing
- 2D/3D Game Art
- 2D/3D Animation

Highschool Adelaide Cabette
Level 3
2012 – 2015

- **Math A**
- **Physics**

OTHER SKILLS OR CERTIFICATIONS

Languages
Portuguese - Native
English – C1 / IELTS 7.5

Zenva Courses
AR Block Builder Game
Shader Graph for Unity

Udemy Courses
RPG Inventory Systems
RPG Core Combat
Complete C# Unity Developer 3D
Complete C# Unity Developer 2D