

# RUI OLIVEIRA

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## Professional Experience

### Ground Control Studios

*Game Programmer*

**Porto, Portugal**

*Oct 2024 – Apr 2025*

- Developed systems and gameplay mechanics for commercial game projects using C#, C++, Unity, and Unreal Engine.
- Utilized Scrum methodologies, Jira, and Git for task management and version control.
- Collaborated with cross-functional teams to deliver production-ready features.

### Ground Control Studios

*Professional Programming Intern*

**Porto, Portugal**

*Sep 2023 – Sep 2024*

- Successfully ported a Unity project to the **Nintendo Switch**, handling platform-specific constraints.
- Integrated full controller support into existing Unity projects to enhance user accessibility.
- Contributed to daily development cycles using C++, C#, and Version Control (Git).

### Saber Interactive Porto

*AI Programmer Intern*

**Porto, Portugal**

*Jan 2023 – Jul 2023*

- Developed and optimized AI systems using C++ and **Blueprints** in **Unreal Engine 5**.
- Implemented **Mass Entity AI** to significantly improve the scalability of in-game NPC behavior.
- Utilized Perforce and Jira within a professional Scrum environment.
- *Recommendation:* Recognized by the studio for "quick understanding of new workflows" and "eagerness to learn."

## Selected Projects

### Splash Match (Ground Control Studios) | Game Programmer

*Released 2024*

Developed and released for Android & iOS platforms.

### Desert Race Adventures (Ground Control Studios) | System Programmer

*Released 2025*

Developed and released for Steam.

### Eternity (Ground Control Studios) | System & UI Programmer

*In Development*

Programming core gameplay systems and UI architecture.

### Cosmonaut (Ground Control Studios) | Game Programmer

*In Development*

General gameplay programming and mechanics implementation.

### Road Kings (Saber Interactive) | AI Programmer

*In Development*

Contributed to Artificial Intelligence systems for a AAA title.

## Education

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### Instituto Politécnico da Maia - IPMAIA

*Bachelor's Degree in Game Development*

**Maia, Portugal**

*Sep 2020 – Jul 2023*

- **Final Grade:** 16/20 | **Internship Grade:** 19/20
- Field of Study: Game Development (EQF Level 6, 180 ECTS)

## Technical Skills

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**Languages:** C++ (Strong), C#, Java, Processing3, Arduino C

**Engines:** Unreal Engine 5, Unity

**Software:** Visual Studio, Git, Perforce, Jira, Scrum

**3D & Art:** 3DS Max, Substance Painter, Adobe Suite (Photoshop, Illustrator)

## Languages

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**Portuguese** (Native) | **English** (C2 Proficient) | **French** (A1/A2 Basic)

## References

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Excellent references available upon request, including recommendation letter from Saber Interactive Porto.