

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

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

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

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

References

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