

Rafael José *Gameplay Programmer*

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PROFILE

Gameplay programmer focused on building responsive and scalable game systems, from AI behaviors to UI/UX features. Currently pursuing an MSc in Artificial Intelligence for Games and working as a Teaching Assistant, combining technical expertise with player-focused design. Experienced in multidisciplinary teams and collaborative development, with proficiency in C#, Python, and version control.

PROFESSIONAL EXPERIENCE

Teaching Assistant

09/2025 – Present

Lusófona University

- Practical Introduction to Computing classes for Videogames undergraduates (Markdown, Mermaid, Git, logic, flowcharts, Python).

Research Development Internship

03/2025 – 06/2025

Lusófona University

Lisbon

- Developed a real-time fire spread visualization system in Unity, focusing on performance optimization, GPU-based shaders, and terrain-driven progression to simulate wildfire behavior in large-scale environments.

Game Developer

09/2023 – 07/2025

ARR Studios

Lisbon

- Developed core gameplay and UI systems (inventory, crafting, enemy AI, menus, HUDs) in a university-led game studio, collaborating with a multidisciplinary team on multiple projects and playtesting sessions.

EDUCATION

Master's in Artificial Intelligence for Games

09/2025 – 07/2027

Lusófona University

Lisbon

- **Scholarship:** Merit Scholarship (2025/2026, Lusófona University)

Bachelor's in Videogames

09/2023 – 07/2025

Lusófona University

Lisbon

- **GPA:** 17/20 (Merit)
- **Scholarship:** Municipal Merit Scholarship (2024/2025, Câmara Municipal de Azambuja)
- **Scholarship:** STEAM Merit Scholarship (2023/2024, Lusófona University)

SELECTED PROJECTS

OuterDim

01/2025 – 07/2025

- Boss rush game inside a corrupted console. Geometric bosses shift phase by phase, changing gameplay and camera. (Unity, C#)

Magical Intern

09/2023 – 01/2024

- First-person puzzle game set in a wizard's workshop. Features custom inventory, object interaction, and environmental puzzles. (Unity, C#)

Company Roulette

01/2025 – 02/2025

- VR office encounter for Meta Quest with physics-based hand interaction, magazine-reload gunplay, and spatial audio. Built with XR Interaction Toolkit. (Unity 6, C#)

CyberBattle Online

05/2024 – 06/2024

- Multiplayer top-down shooter with score-based arenas. Implemented networking architecture with Unity Netcode for GameObjects and Unity Relay, including client-authoritative movement, scoring, respawn, and real-time leaderboard. (Unity, C#)

TECHNICAL SKILLS

- C#
- Gameplay Programming
- Python
- Game Systems Design
- Object-Oriented Programming (OOP)
- AI Behaviors
- Version Control (Git)
- UI/UX Integration

HONORS & AWARDS

Best Game 2025 (OuterDim)

Over & Out 2025

Best System Developed for a Game 2025 (OuterDim)

Over & Out 2025

The Special is 42 2024 (Magical Intern)

Over & Out 2024

Lusófona Games Collection 2024 (Magical Intern)

Lusófona University

Special 42 (Shadow Chase)

Over & Out 2023

PROFESSIONAL DEVELOPMENT

Speaking & Presentations

- *Guest Speaker:* Game Post-Mortem (Magical Intern) – Presented insights to students at Lusófona University

Workshops & Masterclasses (selected)

- *Masterclass:* Game-driven Inventions: A Creator's Journey - Robert J. Mical
- Artificial Intelligence in Games - Phil Lopes & Nuno Fachada
- Unity Fundamentals - Diogo Andrade
- Game Design Classics - Wilson Almeida
- Unreal Engine Workshop - Luís Monteiro

Industry Events

- Lisbon Games Week – Showcased games at Lusófona University stand
- Multiple specialized sessions on Game Design, AI, 3D Modeling, Programming, and Sound Design

SELECTED CERTIFICATES

- Udemy - Make Online Games Using Unity's NEW Multiplayer Framework
- Udemy - Complete C# Unity Game Developer 3D
- Udemy - The Art of Doing: Video Game Creation With Python and Pygame

LANGUAGES

English — Fluent

Spanish — Conversational

Portuguese — Native/Bilingual

French — Basic