Rafael José _Junior Gameplay Developer_

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PROFILE

Gameplay programmer focused on building responsive and engaging game systems. I implement gameplay logic, AI behaviors, and UI/UX systems with technical structure and design understanding. Experienced in collaborative environments including university-led game studios and R&D internships, working with multidisciplinary teams. Proficient in Unity (C#), Git/Github, and project management tools.

PROFESSIONAL EXPERIENCE

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

Bachelor's in Videogames 09/2023 – 07/2025
Lusófona University Lisbon
- **Grade:** _Merit_ (17/20)
- **Scholarship:** _Municipal Merit Scholarship_ (2024/2025, Câmara Municipal de Azambuja)
- **Scholarship:** _STEAM Merit Scholarship_ (2023/2024)

TECHNICAL SKILLS

- C#
- Unity
- Python
- Git/GitHub
- AI Behaviors
- Gameplay Systems
- UI/UX Integration
- Debugging

HONORS & AWARDS

Best Game 2025 (OuterDim)
Over & Out 2025

Best System Developed 2025 (OuterDim)
Over & Out 2025

The Special is 42 2024 (Magical Intern)
Over & Out 2024

Lusófona Games Collection 2024 (Magical Intern)
Lusófona University

Award: Special 42 (Shadow Chase)
Over & Out 2023

LANGUAGES

- English
- Portuguese
- Spanish