

# 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

Lusófona University

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

09/2025 – Present

#### Research Development Internship

Lusófona University

03/2025 – 06/2025

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

ARR Studios

09/2023 – 07/2025

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

Lusófona University

09/2025 – 07/2027

Lisbon

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

#### Bachelor's in Videogames

Lusófona University

09/2023 – 07/2025

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

**Portuguese** — Native/Bilingual

**Spanish** — Conversational

**French** — Basic