Rúben Sousa

Email: rubenpereira.dev@gmail.com, **Portfolio:** rubensousa-dev.github.io

SUMMARY	I am a Unity Developer with nearly 2 years of professional experience in Unity and C#, skilled at adapting to fast-paced environments and collaborating effectively within diverse teams. Over my career, I've worked with Unity and Unreal Engine on both single-player and multiplayer projects for PC and mobile platforms. My expertise includes debugging, performance optimization, and SDK integration, allowing me to deliver smooth and efficient game experiences. At Kool Games, I contributed to a live-service mobile game by implementing new features, optimizing performance, and enhancing player engagement systems. I am fluent in English and committed to delivering high-quality, maintainable code while continuously growing my development and design skills to create memorable gaming experiences.
SKILLS & ABILITIES	• Advanced proficiency in C# and object-oriented programming (OOP), with a focus on clean and maintainable code. • Skilled in gameplay mechanics and UI programming, delivering engaging and intuitive user experiences. • Effective at working both independently and within a collaborative team environment.
RELEVANT EXPERIENCE	**UNITY DEVELOPER, KOOL GAMES** Sept 2023 – Aug 2024 • Integrated and optimized key systems, including engaging minigames, player notifications, and SDKs for analytics and ads, boosting user engagement and app monetization in Bubble Paradise, a mobile bubble shooter game. • Leveraged Firebase for real-time data management and backend support, ensuring seamless and robust app performance through dynamic control of game variables. • Conducted thorough debugging and performance optimizations, significantly improving app stability and efficiency across various devices. **GAMEPLAY DEVELOPER INTERN, REDCATPIG STUDIO** Feb 2023 – June 2023 • Developed and contributed to KEO, a multiplayer vehicle combat game, focusing on Gameplay, UI programming and various complex systems.

	- Practical expertise in ECS Quantum Engine and its scripting API, based on unsafe C# environments, adept problem solver in diverse programming environments. - Collaborated closely with a team of experienced programmers, artists, and game designers, actively participating in daily discussions. **GAMEPLAY DEVELOPER, BUTTER GAMES STUDIOS** Feb 2021 - Aug 2022 - Implementing diverse game mechanics, character control systems, animations and UI elements. - Participating in design discussions and offering valuable insights to enhance the overall player experience.
EDUCATION	**Degree in Games and Multimedia – IPLeiria, Portugal** 2020 – 2023 **TESP in Design for Digital Multimedia – IPLeiria, Portugal** 2018 - 2020
OTHER ACCOMPLISH MENTS	- PlayStation® Awards 2022 Winner- Best Art. - PlayStation® Awards 2022 Winner- Best Kids Game. - 2022 PlayStation® Talents Award Finalist. - More than 15 articles written for the video games I have developed. - Featured on Itch.io's and Indie DB's front page.