



## Rúben Sousa

Email: [rubenpereira.dev@gmail.com](mailto:rubenpereira.dev@gmail.com), Portfolio: [rubensousa-dev.github.io](https://rubensousa-dev.github.io)

SUMMARY	<p>I'm a Game Programmer with expertise in Unity 3D and Unreal Engine, proficient in C#, C++, and Blueprints.</p> <p>I have a demonstrated ability to deliver high-quality code under tight deadlines, with strong skills in time management and effective teamwork across various development environments.</p>
SKILLS & ABILITIES	<ul style="list-style-type: none"><li>• Over 3 years of experience developing video games in Unity and Unreal Engine for PC and mobile platforms.</li><li>• Advanced proficiency in C# and object-oriented programming (OOP), with a focus on clean and maintainable code.</li><li>• Skilled in gameplay mechanics and UI programming, delivering engaging and intuitive user experiences.</li><li>• Effective at working both independently and within a collaborative team environment.</li></ul>
RELEVANT EXPERIENCE	<p><b>UNITY DEVELOPER, KOOL GAMES</b> Sept 2023 – Aug 2024</p> <ul style="list-style-type: none"><li>• Integrated and optimized key systems, including minigames, notifications, and SDKs for player analytics and ads, boosting user engagement and app monetization.</li><li>• Leveraged Firebase for real-time data management and backend support, ensuring robust app performance.</li><li>• Conducted thorough debugging and performance optimizations, significantly improving app stability and efficiency.</li></ul> <p><b>GAMEPLAY DEVELOPER INTERN, REDCATPIG STUDIO</b> Feb 2023 – June 2023</p> <ul style="list-style-type: none"><li>• Developed and contributed to KEO, a multiplayer vehicle combat game, focusing on Gameplay, UI programming and various complex systems.</li><li>• Practical expertise in ECS Quantum Engine &amp; scripting API, using unsafe C# environments, adept problem solver in diverse programming environments.</li><li>• Collaborated closely with a team of experienced programmers, artists, and game designers, actively participating in daily discussions.</li></ul>

	<p><b>GAMEPLAY DEVELOPER, BUTTER GAMES STUDIOS</b> Feb 2021 - Aug 2022</p> <ul style="list-style-type: none"> <li>● Implementing diverse game mechanics, animations, and UI elements.</li> <li>● Developing character control systems to ensure smooth and responsive player interactions.</li> <li>● Participating in design discussions and offering valuable insights to enhance the overall player experience.</li> </ul> <p><b>FRONT-END DEVELOPER INTERN, BITCLIQ</b> Feb 2020 – June 2020</p> <ul style="list-style-type: none"> <li>● Implemented front-end solutions using HTML, CSS, and JavaScript.</li> <li>● Created responsive and interactive web applications.</li> <li>● Ensured seamless navigation and optimal user experience. Designed custom icons, enhancing visual elements of projects.</li> </ul>
EDUCATION	<p><b>Degree in Games and Multimedia – IPLeiria, Portugal</b> 2020 – 2023</p> <p><b>TESP in Design for Digital Multimedia – IPLeiria, Portugal</b> 2018 - 2020</p>
OTHER ACCOMPLISH MENTS	<ul style="list-style-type: none"> <li>● PlayStation® Awards 2022 Winner- Best Art.</li> <li>● PlayStation® Awards 2022 Winner- Best Kids Game.</li> <li>● 2022 PlayStation® Talents Award Finalist.</li> <li>● More than 15 articles written for the video games I have developed.</li> <li>● Ambassador of the Voodoo Academy program.</li> <li>● Featured on Itch.io's and Indie DB's front page.</li> <li>● Best school project developed in Arduino consists of a vending machine adapted for people with visual impairment.</li> </ul>