



Rúben Sousa

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SUMMARY	<p>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.</p> <p>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.</p> <p>At Kool Games, I contributed to a live-service mobile game by implementing new features, optimizing performance, and enhancing player engagement systems.</p> <p>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.</p>
SKILLS & ABILITIES	<ul style="list-style-type: none">• 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	<p>UNITY DEVELOPER, KOOL GAMES Sept 2023 – Aug 2024</p> <ul style="list-style-type: none">• 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. <p>GAMEPLAY DEVELOPER INTERN, REDCATPIG STUDIO Feb 2023 – June 2023</p> <ul style="list-style-type: none">• Developed and contributed to KEO, a multiplayer vehicle combat game, focusing on Gameplay, UI programming and various complex systems.

	<ul style="list-style-type: none"> ● 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. <p>GAMEPLAY DEVELOPER, BUTTER GAMES STUDIOS Feb 2021 - Aug 2022</p> <ul style="list-style-type: none"> ● 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	<p>Degree in Games and Multimedia – IPLeiria, Portugal 2020 – 2023</p> <p>TESP in Design for Digital Multimedia – IPLeiria, Portugal 2018 - 2020</p>
OTHER ACCOMPLISHMENTS	<ul style="list-style-type: none"> ● 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.