



# RÚBEN SOUSA

Game Programmer

Results-driven Game Programmer with expertise in Unity 3D and proficiency in C#. Demonstrated ability to deliver high-quality code under tight deadlines, with strong time management and collaboration skills. Skilled at optimizing game mechanics and enhancing user engagement to create immersive gaming experiences.

## CONTACT

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- 📍 Portugal

## SOFT SKILLS

- Teamwork
- Communication
- Adaptability

## HARD SKILLS

- Unity
- C#
- Photon Quantum
- Unreal Engine
- Blueprints
- C++

## LANGUAGES

- English
- Portuguese

## SKILLS & ABILITIES

- Over 3 years of experience developing video games in Unity for PC and mobile platforms.
- 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.

## WORK EXPERIENCE

### GAMEPLAY DEVELOPER

Sept 2023 – Aug 2024

**Kool Games | Remote**

- 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

Feb 2023 – June 2023

**Redcatpig | Azores**

- 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 & scripting API, using unsafe C# environments, adept problem solver in diverse programming environments.

### GAMEPLAY PROGRAMMER

Feb 2021 – Mar 2023

**Butter Games Studios | Leiria**

- Implementing diverse game mechanics, animations, and UI elements.
- Developing character control systems to ensure smooth and responsive player interactions.

## **FRONT-END DEVELOPER**

Feb 2020 – June 2020

### **BITCLIQ | Caldas da Rainha**

- Implemented front-end solutions using HTML, CSS, and JavaScript.
- Created responsive and interactive web applications.
- Ensured seamless navigation and optimal user experience.
- Designed custom icons, enhancing visual elements of projects.

## **EDUCATION**

### **Bachelor Degree in Games as Multimedia**

Instituto Politécnico de Leiria

2020 – 2023

Final Grade : 16

### **Tesp Design for Digital Media**

ESAD Instituto Politécnico de Leiria

2018 – 2020

Final Grade : 17

## **OTHER ACCOMPLISHMENTS**

- 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.
- Ambassador of the Voodoo Academy program.