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

- 🌐 rubensousa-dev.github.io
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- 📍 Portugal
- 📍 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 l 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.
- Best school project developed in Arduino consisting in a vending machine adapted for people with visual impairment.