



RÚBEN SOUSA

Game Programmer

I'm a Game Programmer with expertise in Unity 3D and Unreal Engine, proficient in C#, C++, and Blueprints.

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.

CONTACT

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✉️ rubenpereira.dev@gmail.com

📍 Portugal

SOFT SKILLS

- Teamwork
- Communication
- Adaptability

HARD SKILLS

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

LANGUAGES

- English
- Portuguese

SKILLS & ABILITIES

- Over 3 years of experience developing video games in Unity and Unreal Engine 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 minigames, notifications, and SDKs for player analytics and ads, boosting user engagement and app monetization.
- Leveraged Firebase for real-time data management and backend support, ensuring robust app performance.
- Conducted thorough debugging and performance optimizations, significantly improving app stability and efficiency.

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.
- Best school project developed in Arduino consisting in a vending machine adapted for people with visual impairment.