



# RÚBEN SOUSA

Gameplay Programmer

Gameplay Programmer proficient in using middleware game engines, such as Unity 3D and Unreal, creating code in C#, C++ and Blueprints. Used to working with indie teams with time management and tight deadlines.

## CONTACT

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📍 Portugal

## SOFT SKILLS

- Teamwork
- Communication
- Adaptability

## HARD SKILLS

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

## LANGUAGES

- English
- Portuguese

## SKILLS & ABILITIES

- Proficient using C# and OOP languages.
- Comfortable working independently and in team setting.
- Good communication skills.
- 2+ Years of experience working with video games.

## WORK EXPERIENCE

### 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 – Aug 2022

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.

### CONTENT MANAGER

Jan 2018 – Aug 2020

AutoMCaldas / StarMotor | Caldas da Rainha

- Captured high-quality photographs of automotive subjects
- Assumed responsibility for website maintenance and updates.
- Managed and maintained advertisements.

## EDUCATION

Bachelor Degree in Games as Multimedia

Instituto Politécnico de Leiria

2020 - 2023

Tesp Design for Digital Media

ESAD Instituto Politécnico de Leiria

2018 - 2020

## 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.