



Rúben Sousa

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SUMMARY	<p>I'm a Unity Developer with 2+ years of professional experience building games for mobile, PC, wearable devices, and multiplayer platforms.</p> <p>Skilled in Unity and C#, I focus on gameplay programming, UI, debugging, optimisation, and SDK integrations. Recently, I've been freelancing with Infinity Games on Huawei's wearable ecosystem, where I ported <i>Infinity Loop Lite</i> to the Huawei Watch 5 and started rebuilding the original <i>Infinity Loop</i> on HarmonyOS using ArkTS. Before that, at Kool Games, I worked on <i>Bubble Paradise</i>, a live-service mobile game, integrating features, SDKs, and improving performance across devices.</p> <p>Fluent in English and comfortable working in diverse, agile teams, I'm committed to writing clean, maintainable code and creating engaging player 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.● Experienced in gameplay programming, UI, debugging, and performance optimisation, always with the player's experience in mind● Comfortable integrating SDKs such as Firebase, analytics, and ads, and adapting games to run smoothly across different platforms, including wearables.● Fluent in English and used to working closely with diverse teams in agile environments, while also being confident taking ownership of tasks independently.
RELEVANT EXPERIENCE	<p>Software Developer – Huawei Ecosystem (Freelance, with Infinity Games) Jan 2025 – Present</p> <ul style="list-style-type: none">● Ported <i>Infinity Loop Lite</i> to the Huawei Watch 5, adapting it to circular displays, limited input, and hardware-specific constraints.● Rebuilding the original <i>Infinity Loop</i> on HarmonyOS with ArkTS, covering architecture, implementation, optimisation, and UI design.● Owned the full development cycle, from technical planning and analysis to testing and delivery.

	<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. ● 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.
EDUCATION	<p>Bachelor's in Games and Multimedia – IPLeiria, Portugal (2020 – 2023) Technical Diploma in Digital Multimedia Design — IPLeiria, Portugal (2018 – 2020)</p>
OTHER ACCOMPLIS HMENTS	<ul style="list-style-type: none"> ● PlayStation® Awards 2022 Winner- Best Art. ● PlayStation® Awards 2022 Winner- Best Kids Game. ● 2022 PlayStation® Talents Award Finalist. ● Featured on Itch.io and Indie DB, with 15+ articles highlighting developed games.