

Rúben Sousa

Unity & C# Developer

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SUMMARY	<p>Results-driven Unity Developer with over 2 years of experience delivering mobile, PC, wearable, and multiplayer games. Proficient in Unity 3D, C#, and OOP, skilled in gameplay programming, UI, SDK integration, debugging, and performance optimisation. Fluent in English and experienced collaborating in agile, cross-functional teams to deliver polished, engaging player experiences.</p>
SKILLS & ABILITIES	<p>Core Skills</p> <ul style="list-style-type: none">● Proficient in C# and OOP, writing clean, maintainable code.● Gameplay programming, UI, debugging, and optimisation.● Third-party SDK integration (ads, analytics, monetisation, Firebase).● Agile team collaboration; confident ownership from feature design to delivery.● Growing knowledge of .NET for backend/app development. <p>Tools & Technologies</p> <ul style="list-style-type: none">● Unity● C# (proficient), .NET (beginner)● Visual Studio / VS Code● Git / GitHub / Plastic SCM● Jira, Miro (agile collaboration & bug tracking)
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 UI, input, and performance for constrained hardware.● 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"> ● Contributed to KEO, a multiplayer vehicle combat game, focusing on Gameplay, UI programming and various complex systems. ● Gained hands-on expertise with ECS Quantum Engine and unsafe C# scripting 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>
AWARDS & RECOGNITION	<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.