Rúben Sousa

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SUMMARY	I'm a Unity Developer with 2+ years of professional experience building games for mobile, PC, wearable devices, and multiplayer platforms. 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 *Infinity Loop Lite* to the Huawei Watch 5 and started rebuilding the original *Infinity Loop* on HarmonyOS using ArkTS. Before that, at Kool Games, I worked on *Bubble Paradise*, a live-service mobile game, integrating features, SDKs, and improving performance across devices. Fluent in English and comfortable working in diverse, agile teams, I'm committed to writing clean, maintainable code and creating engaging player experiences.
SKILLS & ABILITIES	• 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	**Software Developer – Huawei Ecosystem (Freelance, with Infinity Games)** Jan 2025 – Present • Ported *Infinity Loop Lite* to the Huawei Watch 5, adapting it to circular displays, limited input, and hardware-specific constraints. • Rebuilding the original *Infinity Loop* 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.

	UNITY DEVELOPER, KOOL GAMES Sept 2023 – Aug 2024 - 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, REDCATPIG STUDIO** Feb 2023 – June 2023 - 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	**Bachelor's in Games and Multimedia – IPLeiria, Portugal (*2020 – 2023*)** **Technical Diploma in Digital Multimedia Design — IPLeiria, Portugal (*2018 – 2020*)**
OTHER ACCOMPLISHMENTS	- 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.