

Rafael David José *Gameplay Developer*

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📍 Lisbon, Portugal

PROFILE

Gameplay Developer focused on building responsive and scalable game systems, from AI behaviors to UI/UX features. Currently pursuing an MSc in Artificial Intelligence for Games, working as a Teaching Assistant and Game Developer at HEI-Lab, combining technical expertise with a design-driven mindset. Experienced in multidisciplinary teams and collaborative development, with proficiency in C#, Python, and version control.

PROFESSIONAL EXPERIENCE

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|--|---------------------------------------|
| Game Developer
<i>HEI-Lab</i> <ul style="list-style-type: none">Develop serious games and interactive applications for academic projects.Collaborate with multidisciplinary research teams in the videogames field. | 02/2026 – Present
Lisbon, Portugal |
| Teaching Assistant
<i>Lusófona University</i> <ul style="list-style-type: none">Teach Introduction to Computing and Programming Languages for undergraduates.Cover C#, OOP, Python, Git, Markdown, Mermaid, and logic flowcharts. | 09/2025 – Present
Lisbon, Portugal |
| Research Development Internship
<i>Lusófona University</i> <ul style="list-style-type: none">Developed a real-time fire spread visualization system in Unity.Optimized performance using GPU-based shaders and terrain-driven progression for large-scale environments. | 03/2025 – 06/2025
Lisbon, Portugal |
| Game Developer
<i>ARR Studios</i> <ul style="list-style-type: none">Developed core gameplay and UI systems (inventory, crafting, enemy AI, menus, HUDs).Collaborated with a multidisciplinary team across multiple projects and playtests. | 09/2023 – 11/2025
Lisbon, Portugal |

EDUCATION

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|--|-----------------------------|
| Master's in Artificial Intelligence for Games
<i>Lusófona University</i> <ul style="list-style-type: none">Scholarship: <i>Merit Scholarship</i> (2025/2026, Lusófona University) | 09/2025 – 07/2027
Lisbon |
| Bachelor's in Videogames
<i>Lusófona University</i> <ul style="list-style-type: none">GPA: 17/20 (Merit)Scholarship: <i>Municipal Merit Scholarship</i> (2024/2025, Câmara Municipal de Azambuja)Scholarship: <i>STEAM Merit Scholarship</i> (2023/2024, Lusófona University) | 09/2023 – 07/2025
Lisbon |

SELECTED PROJECTS

- | | |
|--|-------------------|
| OuterDim
Boss rush game inside a corrupted console. Geometric bosses shift phase by phase, changing gameplay and camera. (Unity, C#) | 01/2025 – 07/2025 |
| Magical Intern
First-person puzzle game set in a wizard's workshop. Features custom inventory, object interaction, and environmental puzzles. (Unity, C#) | 09/2023 – 01/2024 |
| Company Roulette
VR office encounter for Meta Quest with physics-based hand interaction, magazine-reload gunplay, and spatial audio. Built with XR Interaction Toolkit. (Unity 6, C#) | 01/2025 – 02/2025 |
| CyberBattle Online
Multiplayer top-down shooter with score-based arenas. Implemented networking architecture with Unity Netcode for GameObjects and Unity Relay, including client-authoritative movement, scoring, respawn, and real-time leaderboard. (Unity, C#) | 05/2024 – 06/2024 |

TECHNICAL SKILLS

- C#
- Gameplay Programming
- Python
- Game Systems Design
- Object-Oriented Programming (OOP)
- AI Behaviors
- Version Control (Git)
- UI/UX Integration

HONORS & AWARDS

Best Student Game (OuterDim)

Code Exordium at Lisboa Games Week 2025

Public Choice (OuterDim)

Code Exordium at Lisboa Games Week 2025

Best Game 2025 (OuterDim)

Over & Out 2025

Best System Developed for a Game 2025 (OuterDim)

Over & Out 2025

The Special is 42 2024 (Magical Intern)

Over & Out 2024

Lusófona Games Collection 2024 (Magical Intern)

Lusófona University

Special 42 (Shadow Chase)

Over & Out 2023

PROFESSIONAL DEVELOPMENT

Speaking & Presentations

- *Guest Speaker:* Game Post-Mortem (Magical Intern) – Presented insights to students at Lusófona University
- *Media Feature:* RTP Arena – Game featured in a segment on Portuguese-made games

Workshops & Masterclasses (selected)

- *Masterclass:* Game-driven Inventions: A Creator's Journey - Robert J. Mical
- *Masterclass:* Quality Assurance in Game Development - Aleksander Kauch (11 bit Studios)
- *Masterclass:* Procedural Generation and Creative Facets of Games - Antonios Liapis
- *Masterclass:* Affective Game Computing - David Melhart
- *Masterclass:* Games and AI - Carlos Santos
- *Masterclass:* Artificial Intelligence in Games - Phil Lopes & Nuno Fachada
- Game Design Classics - Wilson Almeida
- Unity Fundamentals - Diogo Andrade
- Unreal Engine Workshop - Luís Monteiro

Industry Events

- Lisbon Games Week – Showcased games at Lusófona University stand

SELECTED CERTIFICATES

- Udemy - Make Online Games Using Unity's NEW Multiplayer Framework
- Udemy - Complete C# Unity Game Developer 3D
- Udemy - The Art of Doing: Video Game Creation With Python and Pygame

LANGUAGES

English — Fluent

Portuguese — Native/Bilingual

Spanish — Conversational

French — Basic