

Rafael Maquiné Lopes

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SUMMARY

Experienced Unity Developer with a strong background in game development using Unity 3D and C#. Skilled in gameplay programming, UI-UX implementation, sound implementation with FMOD, team management and mentoring, task management with Kanban/Scrum, debugging, optimization. Experienced in mentoring junior developers and developing interactive lessons, editor tools, audio systems, and SFXs. Worked in diverse game development projects.

EXPERIENCE

Middle Unity Developer

FAKEDOOR

March 2024 - February 2025, UK (Remote)

- Managing the Bitbucket repository of over 40 branches to reduce branch numbers and merge separate projects.
- Mentoring of junior developers regarding best practices and review of works with feedback.
- Development 3D highly-optimized interactive lessons for WebGL platforms.
- Development of Unity Editor Tools to aid the team members not familiar with Unity.
- Development of an audio system with music, different mixers for SFXs and music, effects.
- Design and implementation of over 100 SFXs and Music.
- Shader development for better visibility interactions on scene.
- Detailed reviewing of 3D models designed by 3D artists.

Middle Unity Developer

GENTLEMAN RAT STUDIOS

April 2023 - September 2023, Leça da Palmeira, Portugal

- Short contract to aid in the development of an Indie game.
- Debugging of the system given feedback of the testers to understand cause and solve.
- Testing of builds and performance reviewing.
- Aiding developer with git use and helped resolve big merge conflicts and roll back with minor setbacks.
- Development of a speech system for characters of different races following the 'animalese' blueprint of gibberish speaking.

Unity Developer

Associação Viver a Ciência / UPORTO

July 2022 - July 2023, PORTO, PORTUGAL

- Provided maintenance to a Mobile Unity project.
- Development of new features as requested per the head designer including responsive UIs for multiple different devices.
- Debugging/testing and Bug fixing of scenes, animations, audio and databases.
- Optimization of build size reducing builds in more than 30% via reduction of unnecessary image sizes.
- Publishing in iOS and Android stores and adapting the build to fit required conditions such as account deletion.
- Managing of the Firebase database with addition and deletion of content.

Unity Developer

Ludus / Salto,

November 2019 - January 2022, Manaus, Brazil

- Developed Games using Unity 3D alongside a big team of 20 people.
- Prototyped games from scratch, doing the architectural design of the system alongside team.
- Managed a team of 5 to develop a hypercasual game for internal use.
- Implement audio with FMOD and managed a Team of musicians that designed our sound effects and music.
- Created and designed 2D cutscenes alongside designers.
- Implemented UI-UX for menus and pause screens.
- Managed tasks with kanban/scrum using agile methodologies.

SKILLS

- Unity 3D, FMOD, Gameplay Programming, Game Logic, UX/UI, Responsive UI, Animation Scripting, UGUI, Animation, Graphics, Unity Shader Graphs, Adobe Photoshop and Illustrator, Adobe Audition, Audacity, Ableton, Blender, IK movements, C# programming, 3D modeling integration, Game physics, Animation scripting, Performance optimization, Version control, Scrum/Kanban, Agile Methods.
- English (fluent), Portuguese (Native), Spanish (intermediate), Japanese (pre-intermediate), French (pre-intermediate)

EDUCATION

BSc Coursework in Information Systems

Universidade do Estado do Amazonas • Manaus, Brazil • 19/02/2019 - 19/12/2021
