



# RAFAEL TAUÉ

## GAME PROGRAMMER

### INFO

- 🏠 Cotia/SP - Brazil
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### SOFTWARES

- Unity
- Unreal
- Office
- JIRA

### KNOWLEDGES

- English
- C#
- C++
- Git
- SCRUM
- Porting
- Design Patterns
- Optimisation & Performance

### GOAL

Looking for a job opportunity in the game industry to share my knowledge and experiences, learn new techniques, develop my skills and collaborate with company's growth.

### PROJECTS

**Wonderbox** | iOS/macOS - Unreal  
Developed new features, mostly system related. Bug fixes.

**Star Vikings Forever** | Android - Unity  
Google Play Pass integration.

**Niche - a genetics survival game** | Nintendo Switch/Xbox One/PS4 - Unity  
Port to Nintendo Switch/Xbox One/PS4.

**Starlit Adventures** | XboxOne/Nintendo Switch/PS4 - Unity  
Port to the Xbox One and Nintendo Switch. Also on a patch for the PS4 version.

### EXPERIENCE

**Client Programmer** | Umbu Games  
AUG/2023 TO NOW  
Unreal client programmer.

**Client Programmer Jr.** | AQUIRIS Studios  
MAY/2021 TO FEB/2023  
Unreal client programmer.

**Porting Programmer** | Garage227 Studios  
JUL/2020 TO ABR/2021

**Porting Programmer Jr.** | Garage227 Studios  
JAN/2020 TO JUN/2020  
Worked with porting games to other console gaming platforms (Playstation/Xbox/Nintendo) and other services.

### EDUCATION

**Game Design** | Anhembi Morumbi University  
JAN/2016 TO DEC/2019  
Bachelor's degree.