Rafael Castro e Silva
Software Developer

Software programmer with experience in .NET and Unity game development, including the development of tools to aid game design within the game engine. Author of academic papers on PCG techniques. Interested in all areas of software development.

📍 Almada, Portugal

Portfolio

Website
rafaelcs-aula.github.io/portfolio/

Research
researchgate.net/profile/Rafael-Castro-E-Silva/research

Github
github.com/RafaelCS-Aula

LinkedIn
linkedin.com/in/rafaelcastroesilva

Highlight Skills

- C#, Python
- Unity Engine: AR, Mobile, 2D, 3D
- SQL, Javascript, HTML
- Game Development, Front-End, Back-End
- GIT, Azure DevOps, ASP.NET

Education

2021
BCS, Computer Games and Programming Skills
Lusófona University

Languages

English

Portuguese

Experience

May 2022 - Current
NEXT Engineering, Lisbon

Software Developer

Worked in the development of internal CRM software, dealing with both front-end and back-end requests. Gained experience in C#, SQL Server, Entity Framework Core, KnockoutJS, Azure DevOps, HTML, SCRUM methodology, and clean large-scale project arquitecture.

June 2021 - September 2021
HEI-Lab | Óbidos

Unity Developer

Worked as part of a team of Game Designers and Programmers to develop a cultural AR experience for visitors of the castle town of Óbidos. Gained experience in C#, Unity Engine, Mobile Development, adapting historical and cultural research into game concepts.

2019 - 2022

Game Developer & Researcher

Worked in several game development projects as part of my BCS. Collaborated with artists, designers and institutions in order to develop videogames that fit a variety of genres and UX requirements for a special audience. Gained experience in the Unity Engine, C#, prototyping, 3D and 2D game programming.
Developed an algorithm for runtime procedural content generation for 3D action games and presented it, as well as further papers about it, at conference and technology magazines.

Contacts

📱 **(+351) 933 050 688**

✉ **castroesilva.rafael@gmail.com**