

RITA SOFIA GONÇALVES ROSA

Game developer

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SUMMARY

I'm a tinkerer and i love building things of all kinds. Within the game industry i have worked as a gameplay and tools developer. I specialize in areas related to AI and optimization. When i finished my master degree at Falmouth University, i was invited to work as a tools developer in a research department at a Portuguese University, where i am currently working.

EDUCATION

Bsc. Mechanical Engineering (attended)

Instituto Superior Tecnico de Lisboa

📅 2010 - 2015

📍 Lisboa, Portugal

Bsc. Aerospace Engineering (attended)

TU Delft

📅 2011 - 2012

📍 Delft, Netherlands

Bsc. Games and Apps Development

Universidade Europeia de Lisboa

📅 2015 - 2018

📍 Lisboa, Portugal

Game Programming - BSc. Software Engineering

Media Design School

📅 2018

📍 Auckland, New Zealand

Professional Masters in Game Development, MProf.

Abertay University

📅 2019-2020

📍 Dundee, Scotland

MSc Artificial Intelligence for Games

Falmouth University

📅 2020-2021

📍 Falmouth, England

EXPERIENCE

Gameplay and Tools Developer

HEI-Lab, Universidade Lusofona

📅 2021 - Ongoing

📍 Lisboa, Portugal

MOST PROUD OF



1st place Games for good 2017

Game jam that addresses social problems



1st place Games for good 2019

Game jam that addresses social problems



VR4NeuroPain

Responsible for interpretation and treatment of signals

STRENGTHS

AI

Reliable

Eye for detail

Positive attitude

Critical thinker

Motivator & Leader

LANGUAGES

Portuguese

Native



English

CEFR C1



HOBBIES

- Hiking
- Pets
- Gardening
- Video games
- DND
- Painting Minis

TECHNICAL SKILLS

Game Engines

Unity

📅 5 years personal - 2 years professional

Several unity projects from a variety of game genres as well as multiplayer, mobile, and VR. Currently developing projects at work using VR and directed at helping people with physical disabilities as well as projects created for research in the field of psychology

Unreal

📅 2 years personal

Multiplayer-focused projects developed in a university context with networking done from scratch.

Pycharm

📅 2 years personal -1 year professional

Used to create machine learning AIs to play video games as well as test other tools created in python.

Programming Languages

C++
C#
Python
Javascript
Html/css



Concepts
Project Management
Game Design
Version Control
VR



Interpersonal Skills
Communication Skills
Teamwork
Time Management
Analytic Skills
Remain Calm Under Pressure



PROJECTS

Find all my projects on my website at
<https://ritabapodev.com/>