




## ABOUT

Passionate Game Programmer with hands-on experience in Unity and Unreal Engine, specializing in gameplay mechanics and UI, with a strong foundation in C++.

## CONTACT

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## HOBBIES

### VIDEO GAMES :

My favorite games are RPGs and other story-focused games like Red Dead Redemption 2, Baldur's Gate 3, Skyrim and God of War.

### CREATION :

From editing videos to creating video games, I enjoy expressing my creativity through different crafts.

### LEARNING & TEACHING :

Science, History, Geography, Society... I love learning new things every day, no matter the subject. I also enjoy teaching and helping others, leading me to teach programming classes for Digi-Activity.

# Raphael COIMBRA

C# / C++ DEVELOPER

## EXPERIENCES

### Koalabs

2023/09/11

2 years

### UNREAL ENGINE DEVELOPER - HOME DESIGN 3D

- Creating and programming UI elements and menus.
- Identifying and resolving bugs and other issues within the app.
- Developing and implementing new features that enhance the user's experience.

### Koalabs

2023/05/02

3,5 months

### QUALITY INSURANCE INTERN - HOME DESIGN 3D & VR

- Testing game features and mechanics to identify bugs, glitches, and inconsistencies.
- Tracking game performance metrics.
- Provide feedback on game design elements.
- Maintaining a database of known issues and bugs.

### IIM -

Digital School

2020/09/01

5 years

### GAME PROGRAMMER STUDENT - VARIOUS PROJECTS

- Collaborating with designers and artists to integrate assets into the game.
- Creating tools to boost production.
- Working with version control systems (Git, SVN...)
- Staying updated with the latest game development technologies.

DISCOVER MORE PROJECTS



## EDUCATION

2020 - 2025 : **Mastère Game Programming** - IIM Digital School.

2018 - 2020 : **Physics** - Université Paris Diderot.

## SKILLS

### ENGINES

Unreal Engine, Unity, Custom 2D engine (SDL2).

### LANGUAGES

French (Native).  
Portuguese (Native).  
English (C1).

### PROGRAMMING LANGUAGES

C++, C#, Blueprint Visual Scripting.

### OTHERS

Git, SVN, Redmine, Blender, Photoshop, After Effects, HTML, CSS, IKEA manuals literacy.