Rúben Sousa

QA Tester · QA Automation · Game Developer

Portugal · rubenpereira.dev@gmail.com · linkedin.com/in/ruben-sousa-dev · rubensousa-dev.github.io

SUMMARY

QA Tester at Infinity Games with over 4 years of game development experience in Unity and C#. I test mobile games across a broad range of Android and iOS devices, help define QA processes and build internal tools, scripts and AI-assisted workflows to automate parts of QA. Co-developer of a PlayStation® Talents Awards 2022 winner (Best Art, Best Kids Game).

SKILLS

QA & Testing: mobile testing (iOS/Android), test case execution, regression testing, bug reporting, log and crash analysis, analytics and event validation

Automation & Tooling: test automation and scripting, AI-assisted QA workflows, TypeScript/JavaScript, React, Node.js

Game Development: Unity, C#, OOP, Photon Quantum (ECS), Unreal Engine (Blueprints, C++), ArkTS/HarmonyOS, Firebase, analytics and ads SDKs

Tools: Jira, Git/GitHub, Plastic SCM, Visual Studio, VS Code, Miro

Languages: Portuguese (native), English (fluent)

EXPERIENCE

QA Tester - Infinity Games Dec 2025 - Present

- Designed and introduced a new QA workflow, backed by internal tools, scripts and AI, that made testing and bug reporting faster and more consistent.
- Help define QA processes, test priorities and testing documentation for the team.
- Run structured test cases and regression testing on frequent builds across a broad range of Android and iOS devices.
- Analyse device logs and crash reports to narrow down root causes.
- Reproduce and report bugs with clear steps, logs and device/build details.
- Work with developers, designers and producers from feature testing through to release.

Freelance Software Developer - Huawei Ecosystem (client: Infinity Games) Jan 2025 - Dec 2025

- Ported Infinity Loop Lite to the Huawei Watch 5, adapting UI, input and performance for circular displays and constrained hardware.
- Worked on rebuilding the original Infinity Loop in ArkTS on HarmonyOS.
- Owned the full cycle: technical analysis, architecture, implementation, optimization, testing on physical devices and delivery.
- Tuned performance and battery usage for wearable devices.

Unity Developer - Kool Games Sep 2023 - Aug 2024

- Built mini-games and a player notification system for Bubble Paradise, a mobile bubble shooter (iOS/Android).
- Integrated analytics and ads SDKs, and used Firebase to control game variables remotely without shipping new builds.
- Debugged and optimized performance and stability across a range of mobile devices.

Unity Developer Intern - Redcatpig Feb 2023 - Jun 2023

- Worked on KEO, a multiplayer vehicle combat game on Steam, in a team of 7: new weapons, new UI systems and game mode improvements.
- Used Photon Quantum (ECS) with unsafe C#.
- Fixed bugs and took part in playtests.

Gameplay Programmer - Butter Games Studios (student studio) Feb 2021 - Mar 2023

- Programmed gameplay mechanics, animations and UI in Unreal Engine and Unity, alongside my degree.
- Worked on Grandma's Recipes (PlayStation® Talents Awards 2022 - Best Art and Best Kids Game) and Mars Blitz.

Front-End Developer & Web Designer Intern - BITCLIQ Feb 2020 - Jun 2020

- Built responsive web pages with HTML, CSS and JavaScript; designed icons, flyers and outdoor ads.

EDUCATION

Bachelor's Degree in Games and Multimedia - Polytechnic Institute of Leiria (ESTG) 2020 - 2023
Final grade: 16/20

CTeSP (Higher Technical Diploma) in Design for Digital Media - Polytechnic Institute of Leiria (ESAD) 2018 - 2020
Final grade: 17/20

AWARDS & RECOGNITION

- PlayStation® Talents Awards 2022 - Winner, Best Art and Best Kids Game (Grandma's Recipes)
- PlayStation® Talents Awards 2022 - Finalist
- 15+ articles about games I developed; featured on the itch.io and IndieDB front pages
- Voodoo Academy Ambassador