



SAMUEL DO NASCIMENTO GONÇALVES

JUNIOR GAME DESIGNER

INFORMATIONS

22 years old
Vitré, France
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Driving License

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[Portfolio](#)

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SOFTWARE

Unreal Engine 4	InDesign
Unity	Photoshop
Perforce	Maya
Sourcetree	Microsoft Office

DESIGN

Game Design
Programming
Narrative Design / Storytelling

LANGUAGE

French
English
Portuguese

PROFESSIONAL EXPERIENCE

2018 | Line Technician
Les Délices du Valplessis
7 months contract

2016 & 2017
La Mie Câline
2 months contract

PROJECT

Diploma Project | «*Warpshot*» (UE4 / VR Game)

Game Concept - Programming - Narration

VR game where you are locked in a medievale castle and have to teleporte on ground, wall or even ceiling, only using a slingshot.

2nd Year | «*Slingshot VR*» (UE4/ VR Game)

Game concept - Programming - VFX

VR game where you play a subject that tries to solve some problems thanks to a slingshot through different levels ... while getting taunted by scientists.

3rd Year | «*Guided by the Light*» (UE4 / Jam Game)

Game Concept - Programming

Explore and survive in a unknow place where you died if you wander too much in the shadow.

INTEREST

RPG and Narrative Games

Game Master on Tabletop RPG

Workout with BeatSaber