SAMUEL
DO NASCIMENTO
GONÇALVES

JUNIOR GAME DESIGNER

INFORMATIONS

23 years old
Vitré, France
+33 679869946
Driving License

LinkedIn

Portfolio

samuel.do.nascimento.goncalves@gmail.com

SOFTWARE

Unreal Engine 4   InDesign

Unity   Photoshop

Jira   Blender

Sourcetree   Microsoft Office

DESIGN

Game Design

Programming

QA

LANGUAGE

French

English

Portuguese

2018- 2021 | Game Design Bachelor
Bellecour Ecole- Lyon 69002
2013- 2016 | Bac S
Bertand d'Argentré- Vitré 35500

PROFESSIONAL EXPERIENCE

2021 | Game Designer   **2021** |QA Tester
dgimmobilier   Simango
3 months contract   **4.5 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 celling, only using a slingshot.

Personal Project | «*Swordbearer*» (Darkest Dungeon Mod)
Character Concept - Programming - Implementation
A custom character for Darkest Dungeon. The Sword Bea-rer is a DPS oriented character. After a long time sealed in a tomb, the sword has now a new holder and this time, things will go like it wants.

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 Action oriented Games (Darkest Dungeon, Skyrim, Code Vein)

Game Master on Tabletop RPG (DnD 5.0)

Trash talking the League of Legends Balancing team