Bernardo Martins — Lv.5 Game / Level Designer

BACKSTORY

Videogame Game/Level Designer, with a background in art and programming.

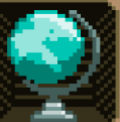Competent at defining mechanics, devising levels, writing narrative and composing documentation.

Proficient with game engines, like Unreal and Unity.

Familiar with the Scrum method and with managing and working with a team.

SKILLS

- Game Design
- Level Design
- Narrative
- Documentation
- Scripting
- Brainstorming

CAMPAINGS

RED DAGGER
Game Designer
Level Designer

- Worked within a small team to create a mobile game and other projects.
- Brainstormed game concepts and themes.
- Defined mechanics, gameplay and retention loops, monetization strategies and others, while composing the documentation of the project.
- Designed the levels and narrative of the projects.

QUESTS

STRANDED ON THE DARK SHORE
Game Designer
Level Designer

- A Lovecraft-Inspired Puzzle Game, following the journey of a lone castaway through an mysterious island, as they explore its eerie structures and mystical artifacts.
- This was a solo, Game/Level Design focused project, focused on exploring the idea of Branching Design.

LIVEWARE GLITCH
Game Designer
Level Designer
Project Manager

- A Cyberpunk, Fast Paced Platformer, where a young hero tries to save a flying metropolis from the control of corrupted AIs.
- I was responsible for the Game and Level Design, but also worked on the world-building and characters with the rest of the team.

AND MORE!

PROFICIENCIES

- Unreal Engine
- Unity
- Adobe Suite
- Blender
- Microsoft Office
- Trello

BACKGROUND

GAME DESIGN
Post Graduate at IADE
2023–2024

GAMES AND MULTIMEDIA
Bachelor's Degree at ESTG, IPLeiria
2019–2022

INVENTORY

- PORTFOLIO
- LINKEDIN
- EMAIL

BERNARDO MARTINS GAME/LEVEL DESIGNER

- **Videogame Game/Level Designer**, with a background in art and programming.
- Competent at defining mechanics, devising levels, writing narrative and composing documentation.
- Proficient with game engines, like Unreal and Unity.
- Familiar with the Scrum method and with managing and working with a team.

LOCATION

Portugal

WEBSITES

- Portfolio
- LinkedIn

EMAIL

bernardo.martins.work@gmail.com

SKILLS

- Game Design
- Level Design
- Narrative
- Documentation
- Scripting
- Brainstorming

LANGUAGES

- Portuguese
- English

SOFTWARES

- Unreal Engine
- Unity
- Adobe Suite
- Blender
- Microsoft Office
- Trello

EXPERIENCE

Red Dagger *Aug 2023 - Nov 2023*
Game Designer | Level Designer

- Worked within a small team to create a mobile game and other projects.
- Brainstormed game concepts and themes.
- Defined mechanics, gameplay and retention loops, monetization strategies and others, while composing the documentation of the project.
- Designed the levels and narrative of the projects.

EDUCATION

Game Design | Post Graduate at IADE *2023-2024*
- Deepened knowledge in Game and Level Design.
- Researched UX Design and Accessibility in videogames.
- Developed small projects and practiced fast prototyping.

Games & Multimedia | Bachelor's at ESTG, IPLeiria *2019-2022*
- Studied various areas of game development, including Design, Art and Programming, with professors and through personal research.
- Learned how to use various software and methodologies.
- Worked with and lead small teams of colleagues.
- Developed a variety of games, from conception to a finished Vertical Slice.

PROJECTS

Stranded on The Dark Shore
Game Designer | Level Designer

- A **Lovecraft-inspired puzzle game**, following the journey of a lone castaway through an mysterious island, as they explore its eerie structures and mystical artifacts.
- This was a solo, Game/Level Design focused project, focused on exploring the idea of Branching Design.

Liveware Glitch
Game Designer | Level Designer | Project Manager

- A **Cyberpunk, Fast Paced Platformer**, where a young hero tries to save a flying metropolis from the control of corrupted AIs.
- I was responsible for the Game and Level Design, but also worked on the world-building and characters with the rest of the team.

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