



BERNARDO MARTINS

LOVE 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.

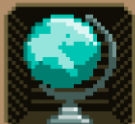
Proficient with game engines, like Unreal and Unity.

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

SKILLS



Game Design



Level Design



Narrative



Documentation



Scripting



Brainstorming



CAMPAIGNS



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

2023-2024

POST GRADUATE AT IADE



GAMES AND MULTIMEDIA

2019-2022

BACHELOR'S DEGREE AT ESTE, IPL-ESTR

INVENTORY



PORTFOLIO



LINKEDIN



EMAIL



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

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.

EXPERIENCE

[Red Dagger](#) Aug 2023 - Nov 2023

Game Designer | Level Designer

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- 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

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