

EMERIC DOS SANTOS

LEVEL DESIGNER



Born: 16/08/1993



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EDUCATION

2017 - 2018

Level Design Bachelor's Degree
Gamagora / Université Lumière Lyon 2 (France)

2015 - 2017

Higher Technician Certificate of Design for Digital Medias
ESAD Caldas da Rainha (Portugal)

2012 - 2015

High School Diploma of Marketing
CDLPC Monte Redondo (Portugal)

EXPERIENCE

Current Position

August 2018

Level Designer Freelance : Creation of levels for a mobile video game.

February - July 2017

Internship at the FABLAB of Caldas da Rainha (Portugal) : Developing personal projects (creating a video game, creating a arcade machine with a RaspberryPi, 3D modeling, Webdesign, and several other projects).

May - June 2015

Internship in an advertising company in Leiria (Portugal) : Information harvesting, creating contacts, storage of archives and development of billboard.

June 2013

Internship at Intermarché of Vieira de Leiria (Portugal) : Unloading and racking of products, customer service and cleaning.

SKILLS

Languages : French / Portuguese (C2) / English (B2)

3D : 3DsMax / Maya / SketchUp

Game Engine : Unity / Construct 2

Level Editor : UDK / Arcade Editor

Video : Premier Pro / After Effect

Office : Word / Power Point / Excel / One Note

Graphic : Photoshop / InDesign / Illustrator / Gimp / Draw.io

Programming Languages : C# / Python / HTML / CSS / JavaScript / MySQL

OTHERS

Driving License : A / B

Interests :

