

**Gabriel Specie Macedo Marcos**

+55 11 96463-4548

[gabriel.specie@gmail.com](mailto:gabriel.specie@gmail.com)

[www.gabrielspecie.me](http://www.gabrielspecie.me)

**Qualifications Overview**

- Multidisciplinary Game Designer capable of developing prototypes alone
- Professional management experience

**Professional Experience**

06/2019 a 01/2020

**Gravlab GameStudio**

Gamestudio focused on outsourcing

**Game Designer / Animator / Game Tester**

- Partner
- Game Designer
- Animation direction for games
- Experience with TortoiseSVN version control system
- Experience with Hack N Plan
- Experience with Scrum
- Experience as a playtester porting games for Nintendo Switch
- Customers served: QUbyte Interactive, WePulse

**Academic Degree****Digital Games Degree (2017 - 2019)**

Méliès Creative University

**Languages**

English - Advanced

Portuguese(Brazil) - Native language



## **Skills**

Unity

Unreal

Game Design

C#

Rigging(Maya, Blender and Unity)

Animation(Maya, Blender, Photoshop, After Effects and Unity)

Video editing(Adobe Premiere and After Effects)

Modeling Low Poly(Maya and Blender)

UV Opening(Maya and Blender)

Texturing(Blender, Substance Painter and Photoshop)

Illustration(Photoshop)

Test(Google Docs and Excel)

## **Portfolio**

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