

Gabriel Specie Macedo Marcos

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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 - Intermediary/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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