



## **Gabriel Specie Macedo Marcos**

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

### **Qualifications Overview**

- 3 years of experience in game development
- 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(Photoshop, Maya e Blender)

Video editing(Adobe Premiere and After Effects)

Modeling Low Poly(Maya and Blender)

UV Opening(Maya and Blender)

Texturing(Substance Painter and Photoshop)

Illustration(Photoshop)

Test(Google Docs and Excel)

## **Portfolio**

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