Gabriel Specie
Game Designer

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About Me

Hello there! My main focus is on working as a Gameplay Game Designer, I posses a range of generalist game development skills such as unity, c#, rigging, animation and 3D art. I aspire to develop games that promote positive attitudes and collaboration (possibly in a realistic context), in order to express myself, spread new perspectives and design magical experiences.

Work Experience

2019 - 2021 | Partner & Generalist Game Developer @Gravlab Gamestudio

Outsourcing indie development team

- I worked in different roles to viabilize client projects such as Game Design, programming, animation, VFX Artist and Quality Assurance.
- Constantly contacting the customer and improving assets to client requests considering the schedule and budget.
- Recording animation acting and guiding other animators through project direction.

Game Jams

2022
- CtrlAltGamejam

2020
- Global Gamejam
- Méliès Gamejam

2019
- Global Gamejam
- GamejamPlus

2018
- Global Gamejam
- GamejamPlus

2017
- Epic Gamejam

Hard Skills

Unity, C#, Figma, Notion, Spreadsheets, Scrum, Maya, Blender, Wireframing, Prototyping, Photoshop, Illustrator, Substancce Painter, After Effects, Adobe Premiere.

Soft Skills

Learning, Critical Thinking, Creativity, Assertive communication, Flexibility, Collaboration, Agile.

Languages

Portuguese: Native
English: Advanced

Education

Méliès Creative University, 2017 - 2019
Digital Games Degree