

**Gabriel Specie Macedo Marcos**

+55 11 96463-4548 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 - 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(Substance Painter and Photoshop)

Illustration(Photoshop)

Test(Google Docs and Excel)

# Portfolio

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