



GONÇALO GOMES MENDONÇA

GAME DESIGNER 3D GENERALIST
MULTIMEDIA CREATOR

+351 915 285 450 WWW.BIT.LY/GGM_WORK

GGM.WORK22@GMAIL.COM PORTO, PORTUGAL



@GGM_Work

Projects

● Game - Reset The Sun 2022 - 2023

Contributed as a Character Animator/Modeler, Environment Artist, Trailer Producer/Editor, and I was in charge of creating the trailer.

● Video Typography - Better Call Saul 2022

Created a Kinetic Typography video using a Better Call Saul scene.

● Short Film - O Presente 2022

Contributed as a Video Editor and Sound Producer.

● Motion Graphics - Sol LeWitt 2022

Created a 2D Motion Graphics Video inspired by a Sol Lewitt artwork

● Game - OMG I Am Late 2022

Served as the Game Producer/Designer, 3D Modeler/Texture Artist, Trailer Producer/Editor, and overall leader of the project.

● Game - Lovely Potion 2022 - 2021

Contributed as a Game Writer and 2D Animator, as well as the Trailer Producer/Editor and was in charge of creating visuals for the trailer.

About Me

Being a creative person with a love for innovation and an eye for detail, broadening my creative horizons is a continual goal.

With an unyielding passion to learn, I'm committed to honing my talents in game design, 3D modeling, and multimedia creation.

I am always pushing the boundaries of my ability in order to bring fresh ideas to my work and create interesting experiences.

Software

Blender ● ● ● ● ●

Premiere Pro ● ● ● ● ●

Photoshop ● ● ● ● ●

After Effects ● ● ● ● ●

Unity ● ● ● ● ●

Unreal Engine ● ● ● ● ●

Knowledgeable in Stable Diffusion and other AI technologies.

Skills

- Adaptability ● Creativity
- Organization ● Focus

Education

Current a Student in
Lusófona do Porto University

Languages

Portuguese
and English