



# GONÇALO GOMES MENDONÇA

GAME DESIGNER 3D GENERALIST  
MULTIMEDIA CREATOR

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@GGM\_Work

## Projects

- **Game - Reset The Sun** [↗](#)  
**2022 - Present**  
Contributed as a Character Animator/Modeler, Environment Artist, Trailer Producer/Editor, and I was in charge of creating visual elements for 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.

## Education [↗](#)

Current a Student in  
Lusófona do Porto University

## Languages

Portuguese  
and English

## Skills

- Adaptability ● Creativity
- Organization ● Focus