



GONÇALO GOMES MENDONÇA

GAME DESIGNER 3D GENERALIST
MULTIMEDIA CREATOR



@GGM_Work

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Projects

- **Game - NDA Project** 2023
Held the roles of 3D Modeler, Texture Artist, In-Game VFX Artist, and Lead Artist for Optimizer in an NDA-protected game, overseeing the responsibilities of each position
- **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.

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