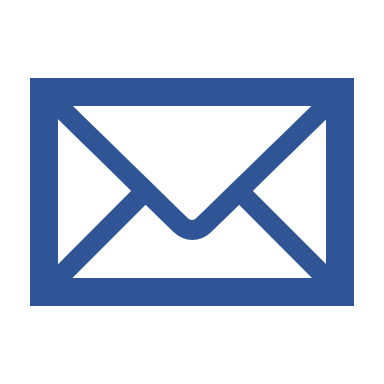
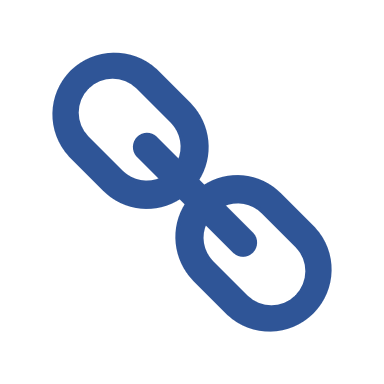
CANDIDA VIEIRA  
Game Designer

 [candivb@gmail.com](mailto:candivb@gmail.com) +55 [11 99855-9445](https://api.whatsapp.com/send?phone=5511998559445) São Paulo, SP/Brazil

![A picture containing text, vector graphics, clipart

Description automatically generated](data:image/png;base64,iVBORw0KGgoAAAANSUhEUgAAABgAAAAZCAMAAAAc9R5vAAAAAXNSR0IArs4c6QAAAARnQU1BAACxjwv8YQUAAAAVUExURf///yhnsuPs9UB3uWuWyXmgzgAAAADQ6rUAAAAHdFJOU////////wAaSwNGAAAACXBIWXMAACHVAAAh1QEEnLSdAAAASUlEQVQoU9XNOw4AIAgDUOrn/ldWwLhQYnSzg8a+xIqApiQ9cADCVglZ0mb2HGoGaLFnsx4D+8qW9OgEVm7Arwj78SewPAAXyABSUAHRUidtHQAAAABJRU5ErkJggg==) [m1nus.itch.io](https://m1nus.itch.io/) [linkedin.com/in/candivieira](https://www.linkedin.com/in/candivieira/)

PROFILE

Passionate about video games and with great interest in working in the industry. Currently studying Digital Games at FIAP and making side projects in game jams as game designer, team leader, narrative designer, assets artist and UI/UX designer. Aiming to use the knowledge acquired in courses, readings and game jams to the role as Game Designer.

EDUCATION AWARDS/SCHOLARSHIP

**2022** Studying Digital Games at FIAP (1st year)

Studying Game Design: Art and Concepts Specialization | [CalArts](https://www.coursera.org/account/accomplishments/verify/QQ3BHHLKV8VP)/Coursera

[Accessible Games for Education | UFSCAR](https://cursos.poca.ufscar.br/mod/simplecertificate/wmsendfile.php?code=6209a238-b88c-4ee1-9e14-8f8cc885e04f)

[Story and Narrative Development for Video Games | CalArts/Coursera](https://www.coursera.org/account/accomplishments/verify/QQ3BHHLKV8VP)[Design Thinking | FIAP](https://on.fiap.com.br/pluginfile.php/1/local_nanocourses/certificado_nanocourse/42731/b2d04401d081455fd705ee67af1a21ee/certificado.png)

**2021** Game Developer | FIAP (120 hours, online)

**2022** Game Development Conference - full participation scholarship, granted by Abragames

**2021** Awarded 3rd place in the Autismo Tech Hackathon

EXPERIENCE

**2022 5th Historically Accurate Game Jam -** [***This Land is Ours***](https://m1nus.itch.io/this-land-is-ours)

Game and Narrative Designer, Level Designer, 2D Artist and Animator

3rd place in the Historical Accuracy category, 4th in Thematic Relevancy and 21st in Overall - [Game Jam Page](https://itch.io/jam/historically-accurate-5/rate/1345017)

**2021 Ludum Dare Jam #49 *-*** [***Atomic Rock Paper Scissors***](https://1ucas.itch.io/atomic-rock-paper-scissors-post-ld)

Game Designer, Art Director, 2D artist, Audio Designer   
[6th most rated game](https://ldjam.com/events/ludum-dare/49/games/grade/jam), 393th Overall (among 2204 games in the Game Jam) -  [Game Jam](https://ldjam.com/events/ludum-dare/49/atomic-rock-paper-scissors) page  
  
**Women Game Jam -** [***Farol Azul***](https://annynaweb.itch.io/farolazul) ***(Blue Lighthouse)***

Game and Narrative Designer

**Autismo Tech Hackathon - Project:** [***Respingos***](https://taikai.network/en/autismotech/hackathons/autismotech/projects/ckutwzndi5828160s1jymcbgn79/idea)

Concept, Organization, UI/UX Designer, Video editor  
Project awarded 3rd place in the Hackathon

|  |  |
| --- | --- |
| KNOWLEDGEMENTS | SOFT SKILLS |
| * Game Design Document elaboration * Machinations * Unity * Advanced English * Agile method | * Detail-oriented * Creativity * Continuous learning * Organization * Proactivity |