



Paulo J. Gomes (a.k.a. Paulo J. Games)
CEO
IKONIC GAMES

Paulo J. Gomes is the **Founder and CEO of IKONIC GAMES and PAULO GAMES PRODUCTIONS**. With over **20 years of experience** in the video game industry, he is a seasoned game director, producer, and developer, having led numerous successful projects across PC and console platforms. Until 2023, Paulo served as **Studio Director, Game Director, and Lead Producer at Saber Interactive**, where he was the Lead of Saber Interactive Porto. During this time, he directed and produced *Dakar Desert Rally*, the Nintendo Switch version of *Call of Cthulhu*, and the *Crysis Remastered* series.

Before joining Saber Interactive, Paulo was the **Founder and CEO of Bigmoon Entertainment**, where he led the design, direction, and production of various video games, including *Dakar 18*, *Police Simulator: Patrol Duty*, *Demons Age*, and *Trapped Dead: Lockdown*. He also produced *Syndrome*, *Lichdom: Battlemage*, *Alekhine's Gun*, *Neighbours from Hell 1 & 2*, *Jagged Alliance: Back in Action*, *North and South*, and contributed to the art production of several racing games, such as *WRC 5*, *WRC 3*, *FlatOut 4*, and *MotoGP 13*. Earlier in his career, Paulo was the **Founder of GamelInvest**, where he directed and produced multiple casual and strategy games for PC and consoles, including *Hysteria Hospital: Emergency Ward*, *Defenders of Law: The Rosendale File*, *World of Zellians: Kingdom Builder*, *Enigma 7*, and *Hospital Hustle*. Beyond video games, Paulo also directed and produced the animated series *Tic Tac Tales* and *Pikaboo*.

A **pioneer of the video game industry in Portugal**, he was a **co-founder and former President of APROJE**, the **Portuguese Video Game Developers Association**, helping to shape the early growth of the industry in the country.

He is also a respected **university professor**, teaching **Video Game and Multimedia Programming** at **Portucalense University**.



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Paulo J. Gomes é o **fundador e CEO da IKONIC GAMES e da PAULO GAMES PRODUCTIONS**. Com mais de **20 anos de experiência** na indústria dos videojogos, é um experiente game director, producer e game developer, tendo liderado vários projetos de sucesso em plataformas de PC e consolas. Até 2023, Paulo desempenhou funções de **Studio Director, Game Director, e Lead Producer na Saber Interactive**, onde foi fundador da Saber Interactive Porto. Durante este período, realizou e produziu *Dakar Desert Rally*, a versão para a Nintendo Switch de *Call of Cthulhu* e a série *Crysis Remastered*.

Antes de se juntar à Saber Interactive, Paulo foi **fundador e CEO da Bigmoon Entertainment**, onde liderou o design, a direção e a produção de vários videojogos, incluindo *Dakar 18*, *Police Simulator: Patrol Duty*, *Demons Age*, *Trapped Dead: Lockdown*. Produziu também *Syndrome*, *Lichdom: Battlemage*, *Alekhine's Gun*, *Neighbours from Hell 1 & 2*, *Jagged Alliance: Back in Action*, *North and South*, e contribuiu para a produção de arte de vários jogos de corridas, como *WRC 5*, *WRC 3*, *FlatOut 4* e *MotoGP 13*. No início da sua carreira, Paulo foi **fundador da GamelInvest**, onde dirigiu e produziu vários jogos casuais e de estratégia para PC e consolas, incluindo *Hysteria Hospital: cy Ward*, *Defenders of Law: The Rosendale File*, *World of Zellians: Kingdom Builder*, *Enigma 7* e *Hospital Hustle*. Para além dos videojogos, Paulo também realizou e produziu as séries de animação *Tic Tac Tales* e *Pikaboo*.

Pioneiro da indústria dos videojogos em Portugal, foi **cofundador e ex-presidente da APROJE**, a primeira Associação Portuguesa de Produtores de Videojogos, ajudando a moldar o crescimento inicial da indústria no país.

É também um respeitado professor universitário, lecionando **Programação de Videojogos e Multimédia na Universidade Portucalense**.