# Bruno Costa

#### Game Designer

I put my nursing career aside to unlock my creativity in the world of video games, to make what I love the most.



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#### **WORK EXPERIENCE**

#### **Game Developer**

Linovt

10/2023 - 02/2025

Tasks

- Game Designer (Narrative development, level design, construction of the project's overall architecture, design of mechanics, and creation of representative prototypes for game features)
- Game Director (Led the overall vision of the product, managed team elements)

#### SNS24

SNS24 - Provided remote healthcare support

11/2020 - 10/2023

### **MAIN PROJECTS**

Flat Fat Fartfest (Unreal Engine Platformer) - available on Steam (06/2024 - 09/2024)

- Creation of the initial concept and adaptation to a comedic/frustrating theme
- Development of the narrative and the mechanics/puzzles within the game
- Creation of the general game prototype (assembling assets within the engine)

Bergolis (Unity VR Puzzle Serious Game made for Phobia Theraphy) (09/2023 - Present)

- Programming and implementing biofeedback mechanics where the player uses the microphone to move and interact with objects within the game
- Game Design Documentation and One Sheet Documentation
- Research and connection work with companies that utilize biofeedback

## **EDUCATION**

Bachelor of Science in Video Games and Multimedia Applications

Universidade Lusófona do Porto

09/2021 - Present

**Bachelor of Science in Nursing** Escola Superior de Saúde de Santa Maria **SKILLS** 

Game Design Level Design Writting

Unreal Engine

Unity

Godot

Creativity

Teamwork

Management

#### **CERTIFICATES**

Unity C# Mobile Game Development: Make 3 Games From Scratch (03/2023 - 08/2023)

## **ORGANIZATIONS**

Tuna da Escola Superior de Saúde de Santa Maria (10/2016 - Present)

Through music, performances, and shared experiences, we create a dynamic community that celebrates diversity and artistic expression.

## **LANGUAGES**

Portuguese

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English

Spanish

## **PORTFOLIO**

https://rillaroo.github.io/portfolio/

09/2016 - 07/2020