

Thales Martins

Lisbon, Portugal | ThalesMartinsGD@gmail.com | [LinkedIn](#) | [Portfolio](#)

Objective

- To join an experienced team where I can learn from other developers and to contribute to projects I'd be proud to have worked on
- To create memorable experiences like the ones I fell in love with

About Me

- Born in Rio de Janeiro, Brazil with dual Portuguese and Brazilian citizenship
- Studied for 6 years in the international school Graded in Sao Paulo
- Deep and eclectic passion for games and storytelling in general

Education

BACHELORS: GAMES AND APPS DEVELOPMENT | 2017-2020 | UNIVERSIDADE EUROPEIA

- Project Based Learning
- Guests from the local Portuguese game development scene contributed to evaluating projects and mentoring

Skills & Abilities

COMMUNICATION

- Presenting projects at different stages of development to others (including guests from the local games industry) was a core part of my college education
- Comfortable presenting ideas, working in groups and learning from criticism
- (Pre covid) active participant in gatherings and activities of the local game dev's including workshops, meetups, conventions, and GameJams

ADAPTABILITY

- Used to changing circumstances and having to learn new skills and software to accomplish tasks

ANALYTICAL

- Enjoy understanding the how and why behind great design and storytelling and applying those concepts

Experience

PORTFOLIO: [HTTPS://THALESMARTINSGD.GITHUB.IO/](https://thalesmartinsgd.github.io/)

SOFTWARE

- Unity
- Unreal Engine
- Yarn / Yarn Spinner
- Construct 2

WORK

DEVELOPER | ULHT/HEI-LAB | 2020

- Developing tools and assisting with the design of several VR projects used for psychology research

DEVELOPER | COOKO | 2021

- Responsible for initial development (prototype, feature development and conceptualization, etc.) of restaurant management and operation app
- Ongoing support for team as they transition to working with a development house now that funding has been secured (I was the only developer on the project previously)

GAME DEV (more details such as design process in portfolio Link)

FROM ZERO | UNIVERSITY PROJECT | 1 SEMESTER

- 3D Dungeon Crawler and life sim super-hero game in Unity
- Developed with Global Design course at UE/IADE (6 people total – 2 Developers, 4 Artists)
- Designed and implemented RPG elements, dialog and npc relationship system, and events triggered by in-game time progression

NEON PULSE | UNIVERSITY PROJECT | 1 SEMESTER

- 2D Top-down local multiplayer arena shooter game developed using Processing (2 Developers)
- First game-dev project
- Responsible for overall design and implementation of visual effects

FOME DE VENCER | GAMES FOR GOOD GAMEJAM | 2 DAYS

- 2D Top-down racing game in Unity (3 developers, 1 artist)
- First time ever using unity
- Responsible for design and implementing the level

SHMUP BEATS | ONGOING PERSONAL PROJECT

- 2D Top-down rhythm shmup in Unity (3 developers)
- A few hours work each week
- Responsible for overall design direction and implementing editor, metronome, among other miscellaneous duties