

Thales Martins

Rua Vitor Bastos, Lisbon, 1070-283 | 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

GOOGLE PROJECT MANAGEMENT CERTIFICATE | 2022 | COURSE [1](#) [2](#) [3](#) [4](#) | [CERTIFICATE](#)

- Google's online project management certificate done through coursera

Skills & Abilities

COMMUNICATION

- Maintained strong relationships with many of the people i've worked in projects with
- 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
- Personable and invested in making sure others are comfortable and able to do their best work

ADAPTABILITY

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

MULTI-DISCIPLINED

- Workable grasp of Programming and Game-Design besides Production

BIG-PICTURE ORIENTED

- Naturally predisposed towards focusing on the big-picture and making sure projects are focused on the most impactful work

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Experience

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

SOFTWARE (GAME DEV)

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

SOFTWARE (OFFICE)

- Word, PowerPoint, Excel (and equivalents)
- Click-Up

WORK

DEVELOPER | ULHT/HEI-LAB | 2020

- Developing tools and assisting with the production 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

GAME DEV (more details such as design process and production approach 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