FRANCISCO SANTOS

Game Designer / Technical Animator - Rigger / Producer

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SKILLS

- UNREAL ENGINE 5
- BLENDER
- AFTER EFFECTS
- PHOTOSHOP
- FIGMA
- TRELLO

PROFILE

Hello, I'm a seasoned Game Designer and Technical Animator with expertise in rigging and a strong foundation in production. With years of experience in the gaming industry, I have a deep passion for creating immersive and engaging gaming experiences. I excel in crafting intricate game designs, ensuring seamless character animations through precise rigging, and overseeing projects from concept to completion as a producer. My goal is to bring innovative ideas to life and contribute to the success of cutting-edge gaming projects.

PROJECTS

SOLO GAME DEVELOPER \ ASTRALON: ALIEN ASSAULT   2024

- Gameplay Design:
  - Designed and implemented dynamic gameplay mechanics for engaging space combat.
- Technical Skills:
  - Enhanced proficiency in Unreal Engine, including advanced graphics rendering, physics simulations, and performance optimization.
  - Developed AI behavior, player controls, and interactive UI elements to create an immersive experience.
- Design and Creativity:
  - Implemented compelling visual effects such as lasers and explosions to enrich the game world.

SOLO GAME DEVELOPER \ DAWNBREAKER   2024

- Gameplay Design:
  - Designed and implemented a robust melee combat system inspired by classic titles, ensuring fluid and impactful gameplay.
- Technical Skills:
  - Utilized Unreal Engine for environment creation, combat mechanics, and character animations.
  - Composed and implemented original soundtracks and sound effects using FL Studio to enhance the game's atmosphere and player immersion.
- Boss Implementation:
  - Designed and developed challenging and memorable boss encounters, each with unique mechanics and behaviors, encouraging players to adapt and discover new strategies.

SOLO GAME DEVELOPER \ TRAPPED WITH IT   2024

- Gameplay Design:
  - Crafted a suspenseful atmosphere through the use of environmental design and soundscapes, leveraging Unreal Engine's capabilities to create a visually striking and hauntingly immersive forest.
  - Designed phobia-induced challenges that play on common fears, enhancing the horror experience and keeping players on edge throughout the game.
- Technical Skills:
  - Utilized Blender for 3D modeling and Figma for interface design, creating assets that contribute to the game's eerie environment and user experience.
  - Implemented complex game mechanics and AI behaviors to create unpredictable encounters and a sense of constant dread.

Team Management Experience

- Overseen Multiple Projects: Successfully managed and led a team of from 3 to 5 developers and designers across 5 projects, ensuring timely delivery and high-quality output.
- Collaborative Leadership: Facilitated cross-functional collaboration between design, programming, and animation teams, fostering a cohesive and productive work environment.
- Mentorship: Provided guidance and mentorship to junior team members, helping them develop their skills in game development and technical animation.
- Project Planning & Execution: Directed project planning, task delegation, and progress tracking using tools like Trello, ensuring all milestones were met according to the project timeline.

Other Experiences

PARTICIPANT & WINNER
GLOBAL GAME JAM COMPETITION
MULTIPLE EDITIONS

- Global Game Jam Competition
  - Skill Development
  - Networking Opportunities
  - Feedback and Learning from Others
  - Understanding Game Development Process
  - Community and Fun!
  - Team and Resource Management

EDUCATION

- 2D/3D Animation 3 year course
- LSD Game Design course
- Video games design & dev online courses
- Rigging & Modeling online courses

Languages

PORTUGUESE - C2
ENGLISH - C2