BRUNO BRITO
Technical Designer

/CONTACT

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/ABOUT

I'm a game developer currently studying Game Design at FutureGames. My focus is technical design and my skills vary from programming to scripting general game-play systems and editor tools.

I'm proficient in Unity and Unreal Engine 4. I'm innovative and I'm willing to learn as much as I can.

/SKILL AREAS

C# / C++ BLUEPRINTS — Gameplay and systems programming. **Advanced knowledge in visual scripting**

RAPID PROTOTYPING — Simple and fast prototyping scripting in Unity and UE4

UI SCRIPTING — UI/Menu functionality implementation. Labels and containers behavior. Animations on script or keyframes

TOOLS SCRIPTING — Editor tool scripts to facilitate tasks and improve the work-flow pipeline efficiency.

WEB DEVELOPMENT — HTML/CSS + Basic Javascript

/EDUCATION

GAME DESIGN
Futuregames Stockholm • Changemakers Education

Practical focused school with several game projects, industry specialist lectures with many years of tradition.

At Futuregames I learned **industry level skillset, agile workflow, group work** practices and the knowledge to **adapt** in any workplace and project.

FUTUREGAMES • SELECTED COURSES

AGILE WORKFLOW
Peter Horvath • Senior Project Manager • Avalanche Studios

UNREAL ENGINE - VISUAL SCRIPTING
Tom Clamp .• Level Designer • Hazelight

UNITY - C# SCRIPTING
Krister Cederlund • Head Programming • Futuregames

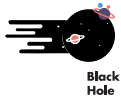**RAPID PROTOTYPING**
Kalle Nyström • Level Designer • DICE

/GAME ENGINES

UNREAL ENGINE • Unity

/OTHER TOOLS

Visual Studio • RD • GitHub • PERFORCE • Ps • Ai • Ae • Pr

/EXPERIENCE

FOUNDER / MOTION GRAPHIC ARTIST • STUDIO BLACK HOLE

Studio Black Hole was my previous animation studio where I worked as a **Motion Graphic Artist** and took part in numerous published advertising campaigns, animations and games.

2013 - 2017

DIRECTOR / MOTION GRAPHIC ARTIST • PRODUTORA PLAY

Produtora Play is a video production company located in Brazil. I worked as a **Director and Motion Graphic Artist** producing 2D and 3D animations advertising campaigns and broadcast

2005 - 2013

/VOLUNTEER EXPERIENCE

SUMMER INTERNSHIP
TECHNICAL DESIGNER • WARDENS

I had the opportunity to work as **Technical Designer** with industry experts for two weeks in the game Wardens, scripting **UI Tools** and providing general technical solutions through the pre-production

2019

WORKSHOP
TEACHER • FUTUREGAMES

Introduction to Unreal Engine 4 UMG tool. I taught students from the 2D class the basics of the Unreal Motion Graphics UI Designer: navigation, assets preparation, proper importing settings and pratical lessons

2019

/ADDITIONAL MERITS

BIG STARTER EDUCATIONAL AWARD

Educational games award won with the mobile game Mompas • 2018

/SELECTED GAMES

DINOZARDS
2019

Nominated in "Best Execution in Design" SGA 2019

Dinozards is a couch multiplayer party game with a battle royale twist.

Responsibilities: Project Manager, Technical Design, UI scripter

REST A-SHORED
2018

A voice recognition simulation tech demo. In this game you literally talk to the characters helping them to survive and possibly escape the island.

Responsibilities: Lead Design, UI Scripter

PICK-PON
2018

A wild player versus player arena battle game for 2-4 players.

Responsibilities: Project Manager, Gameplay scripter, UI scripter

WARDENS
2019

Competetive fantasy chess CCG

Responsibilities: Technical Design, UI Implementation and animations scripting

MOMPAS
2017

Winner of BIG Starter Award in 2018.

A words realtime player vs player mobile game

Responsibilities: Project Manager, Lead Design, Gameplay Programming

/GAME JAMS

ONE SHAPE
2019

Relaxing puzzle game made in less than 24 hours

Responsibilities: Game Design and Programming