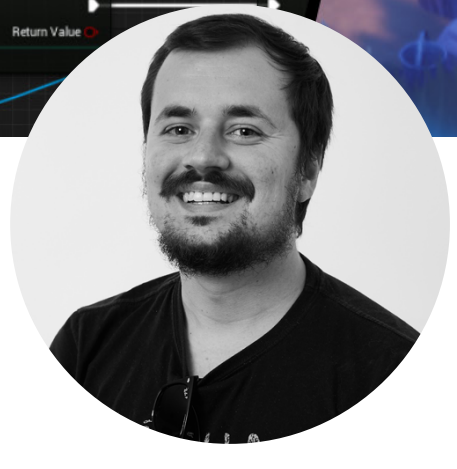

BRUNO BRITO

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

PERFORCE

Ps Ai Ae Pr MAX

/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

2019

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

WORKSHOP
TEACHER • FUTUREGAMES

2019

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 practical lessons

/LANGUAGES

NATIVE PORTUGUESE
FLUENT ENGLISH

/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: Lead Design Gameplay Programmer, UI scripter, Sound Design
https://brunobrito.se/portfolio-dinozards.html

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, Voice Recognition Prototyper, UI Scripter
https://brunobrito.se/portfolio-restashored.html

PICK-PON
2018

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

Responsibilities: Project Manager, Multiplayer/Gameplay scripter, UI scripter
https://brunobrito.se/portfolio-pickpon.html

WARDENS
2019

Competitive fantasy chess CCG

Responsibilities: Technical Design, UI Implementation and animations scripting
https://www.playwardens.com

MOMPAS
2017

Winner of BIG Starter Award in 2018.

A words real-time 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
https://brunobrito.se/portfolio-oneshape.html