



Eduardo da Silva Brito

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ABOUT ME

I (39M) have studied and worked most of my life in Computer Science/Informatics, having first picked up a computer when I was about 6 years old and a gaming console—an 8-bit NES—not long after that. A passion for creating things led me to explore various mediums and forms of expression over the years, with music being the first major artistic pursuit for me, in a long and winding road full of missteps.

I've founded a company dedicated to video games and interactive media/software called *Mind in Chaos Creative Studios*.

I'm currently studying Media Arts at UMinho and Video Game Development at IPCA. I'm also part of the Braga Artist Collective and 1/3 of the team behind the Metal Infestus music festival organizational team.

Before formally studying Arts at the university, I was studying drawing with Carla Gomes (Cave Coletivo) and drawing, painting and plastic expression with Rafael Ibarra (CEA, Cave Coletivo).

My works and artistic creations often explore darker themes, typically involving topics such as: anxiety and depression, freedom and its limitations, the unreliability of memory and its impact on core beliefs, the fragmentation of society and the self, the search for meaning, society's failure to care for its members, the idea that the medium is the message, hypervisibility, hyperconnectivity and blindness in the information age.

Currently researching on the topic of post-humanism and what humans were, what they are, what they are becoming and what they could be.

WORK EXPERIENCE

 **MIND IN CHAOS CREATIVE STUDIOS, UNIPessoal LDA** – BRAGA/GUIMARÃES/BARCELOS/VILA VERDE, PORTUGAL

FOUNDER – 02/2025 – CURRENT

Experiences Enriching Lives.

- **Game Development:** We create small games with a focus on delivering fun and engaging experiences.
- **Interactive Installations:** We create installations that can be interacted by audience/customers.
- **Video Mapping and Live Visuals/Audio:** We create visuals and audio for live shows/performances.
- **Serious Games for Business:** We assist companies in implementing serious games to enhance their business processes.
- **Sound Design and Audio Integration:** We specialize in sound design, songwriting, and the implementation of audio in game engines, such as Unity, using middleware technology like FMOD.
- **Audio Technology Innovation:** We are developing new audio engines and effects for real-time processing and procedural generation of sounds and music.

Additionally, we are passionate about supporting new media artists in realizing their visions for their installations and performances. We leverage game engines and related technologies to bring their concepts to life, including immersive interactive experiences that respond to inputs from the environment and its users.

 **CRAFTERE** – PORTO, PORTUGAL

SENIOR DEVELOPER – 10/2023 – 07/2024

 **KÖRBER PORTO** – PORTO, PORTUGAL

SENIOR BACKEND DEVELOPER – 03/2023 – 09/2023

 **SIGNIFYD** – BELFAST, UNITED KINGDOM

SOFTWARE ENGINEER II – 01/2022 – 02/2023

 **CHECKMARX** – BRAGA, PORTUGAL

APPLICATION SECURITY ANALYST – 09/2019 – 12/2021

 **SÉTIMA WEB & MOBILE APPS** – BRAGA, PORTUGAL

BACKEND DEVELOPER – 11/2018 – 08/2019

 **ENANCER ELETRÓNICA S.A.** – BRAGA, PORTUGAL

SOFTWARE ENGINEER – 06/2016 – 11/2018

● EDUCATION AND TRAINING

10/2024 – CURRENT Braga, Portugal
MART IN MEDIA ARTS Universidade do Minho

Website <https://www.ics.uminho.pt/pt/Ensino/Mestrados/MediaArts> | **Field of study** Arts and humanities | **Final grade** 18 (current average) |

Level in EQF EQF level 7 | **Number of credits** 120

10/2023 – CURRENT Barcelos, Portugal
MENG IN VIDEO GAME DEVELOPMENT IPCA

Website <https://est.ipca.pt/curso/engenharia-em-desenvolvimento-de-jogos-digitais-2/> |

Field of study Engineering, manufacturing and construction | **Final grade** 18 (current grade) | **Level in EQF** EQF level 7

15/04/2025 – 09/05/2025 Dornbirn, Austria
SEGAR - SERIOUS GAMES IN AR AND VR FHV (Dornbirn, Austria) + IPCA (Barcelos, Portugal)

Website <https://run-eu.eu/2025/01/13/sap-segar-serious-games-in-ar-and-vr/> | **Number of credits** 3

Link https://drive.google.com/drive/folders/1NrbR7TQwobyp7paPSb1eib62x4QsbVdq?usp=drive_link

10/2024 – 02/2025 Barcelos, Portugal
DIGITAL SIGNAL PROCESSING IPCA

Website <https://web.ipca.pt/guiaects/main/getpdf/uc/26804/lang/pt> | **Field of study** Electronics and automation | **Final grade** 17/20 |

Number of credits 6

10/2024 – 01/2025 Barcelos, Portugal
VISUAL EFFECTS TECHNIQUES FOR VIDEO GAMES IPCA

Website <https://web.ipca.pt/guiaects/main/getpdf/uc/15717/lang/pt> | **Field of study** Visual Effects | **Final grade** 19/20 | **Number of credits** 6

09/2024 – 12/2024
ENTREPRENEURSHIP UFCD (100 HOURS) IEFP

01/2011 – 01/2014 Braga, Portugal
PHD IN INFORMATICS [HIATUS / DIDN'T FINISH] Universidade do Minho

Level in EQF EQF level 8

09/2007 – 12/2010 Braga, Portugal
MSC IN INFORMATICS Universidade do Minho

Final grade 17/20 | **Level in EQF** EQF level 7

09/2003 – 08/2007 Braga, Portugal
BENG IN INFORMATICS ENGINEERING - LEI Universidade do Minho

Field of study Engineering, manufacturing and construction | **Final grade** 14/20 | **Level in EQF** EQF level 6

09/2000 – 08/2003 Viana do Castelo, Portugal
HIGH SCHOOL - TECNOLÓGICO DE INFORMÁTICA Escola Secundária Pluricurricular de Santa Maria Maior

Final grade 16/20

● CREATIVE WORKS

23/07/2025
Gravemente (The Black King)

EP with music used to create a piece of sound art.

Link <https://ragingbass2020.bandcamp.com/album/gravemente-the-black-king>

01/03/2025 – CURRENT
Orquestra de Dispositivos Eletrónicos (ODE) - Bass Player

Participating in ODE for a second time in 2025.

ODE is an annual project by Braga Media Arts, in partnership with GNRation, where several musicians from Braga and the surrounding areas come together to create original music using electronic devices.

02/2025 – 07/06/2025

Orquestra de Dispositivos Eletrónicos (ODE) - Live Visuals for Performance at GNRation (Braga, Portugal)

Created live visuals using photography, Adobe Photoshop, Adobe After Effects, Adobe Premiere and Blender. Configured and programmed MadMapper to project the videos onto the walls of GNRation, one of the most important places in Portugal for Media Arts.

07/06/2024 – 12/07/2025

"Benkei" - Presented at "Sem Fronteiras com Pincéis" (Casa dos Coimbras, Braga)

It is an original work based on Japanese woodcut prints and descriptions of Musashibo Benkei, a Japanese warrior monk famous for using the Naginata.

Link <https://www.instagram.com/p/DKes0nbtM30/>

06/06/2025 – 30/06/2025

"Ultrapassar as sombras do passado" - Presented at "Extremus" at the XIII Bienal de Artes Plásticas de Santa Catarina (Leiria)

A work of art based around my self-reflections on how we should/could face the current wave of far right politics and its influence on the polarization of society.

Use of digital photography, Processing, Adobe Photoshop, to create a digital collage.

12/2024 – 12/2024

Clube de Inverno 2024

Participated in Braga Media Arts' "Clube de Inverno" as a bass player.

For 3 days we got together at GNRation, played, improvised and composed music with Larie. On the 4th day we performed at GNRation's Blackbox during Ocupa #9.

Link https://www.youtube.com/watch?v=32_GTnpY88E

20/07/2024

"Multiplicidade/Impostor" - Presented at "O coração não é onde está" at Cave Colectivo

Mixed media work based on our own interpretation of our own sense of self.

Presented at the "Cave Colectivo" atelier in Braga during the "O coração não é onde está" exhibition.

Link <https://www.instagram.com/stories/highlights/18447202717000775/>

12/07/2024

Void Climber: The FMOD Edition

Void Climber is a boss rush style of game developed by Huntrt and made available as an Open Source Unity project.

I've redone all the audio for the game and created a soundtrack for it. The audio implementation was also changed from Unity's sound system to the FMOD middleware.

Link <https://edbritio.itch.io/void-climber-fmod>

15/06/2024

"Liberdades. De todos tamanhos." at the opening of the new studio space of "CEA - Cooperativa de Ensino Artístico", Braga

Work done using several coloured india inks.

Descriptive memory of the work:

Freedom takes on many forms, depending on each person's experiences and context. When ink is released onto paper, it follows its own path, constrained by the limitations of water and paper. Despite this freedom, the artist can still influence and shape the outcome of the work based on their own perceptions and aesthetic/artistic ideals.

Much like an individual in a democratic society, the artist also has the freedom to choose what to represent in their work and how to represent it. The abstract language used liberates the artist from the necessity of depicting any external object, allowing the ink and paper to become the very subject of the artwork. The piece, therefore, needs to represent nothing more than the ink itself within the work.

Submitted a song for the "Game Music Jam 2024". Themes were: "Minimalist" and "Mecha/Kaiju".

Link <https://edbrito.itch.io/before-the-monsters-are-here>

Series of two mixed media artworks using charcoal and India ink on rice paper.

These spontaneous, *alla prima* drawings blend my musical and visual tastes with figures that hold personal significance. The works explore themes of isolation, doubt, and uncertainty, incorporating portraits inspired by musicians, artists, and friends with whom I primarily communicate online.

Original artwork made in acrylic for the "Reflexo" exhibition at SETRA, Braga.

Work done as self-reflection of where I was standing during and after the corona virus pandemic.

Link <https://www.instagram.com/p/CpOg6p4lc2f/>

ODE is an annual project by Braga Media Arts, in partnership with GNRation, where several musicians from Braga and the surrounding areas come together to create original music using electronic devices.

In this edition, we had two live performances, each featuring an original piece composed specifically for the occasion, as well as the composition and recording of a piece sent by the group "Guildhall Live Electronic Ensemble" from the "Guildhall School of Music and Drama," titled "Pleasures." ODE was directed by Ece Canli.

In this project, I played electric bass and used various effect pedals to process the sound. I also played the keyboard during the recording of "Pleasures."

Link <https://www.youtube.com/watch?v=TjMv9RihSbl>

- Games:
- Bullets Symphony
 - Amgine
 - Cubbec the cube
 - World Light & Dark
 - My friend the chick

Link <https://soundcloud.com/ragingbass2020/sets/videogame-music>

LANGUAGE SKILLS

Mother tongue(s): **PORTUGUESE**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C2	C2	C2	C2	C2
JAPANESE	A1	A1	A1	A2	A1
SPANISH	B2	B2	A2	A2	A1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

PROJECTS

03/2025 – CURRENT

Clube de Gamedev (IPCA)

Created a Gamedev club in IPCA for students (and outsiders) to develop activities and projects that they can then use as portfolio.

02/2025 – CURRENT

Gamedev Workshops Barcelos

The goal of the event is to learn and start working on specific gamedev related topics and start building something from those teachings. The events are free for the whole community.

07/2024 – CURRENT

Metal Infestus

Music festival dedicated to local metal music bands.

Link <https://linktr.ee/metalinfestus>

06/2024 – CURRENT

Gamedev Meet Barcelos

Gamedev Meet Barcelos (GMB) is an event dedicated to the promotion of the local Gamedev scene in the areas of Barcelos and Braga.

Link <https://linktr.ee/gamedevbarcelos>